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AUG 1990 Number 56

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SPECIAL TIME TRAVEL ISSUE!



BACK TO THE FUTURE PART II

What's the verdict?

The Time Machine

Megapreviewed!



What's REALLY happened to the SAM COUPÉ?

SMASH TAPE NO 33

Oh no! Your Free Smash Tape Doesn't Seem To Be Attached To The Front Of The Magazine! Better Remember To Ask After It At The Counter, Hadn't You?

Plus
Satan
Sim City
Snow Strike
Shadow Warriors
Midnight Resistance
3D International Tennis
Deliverance - Stormlord II

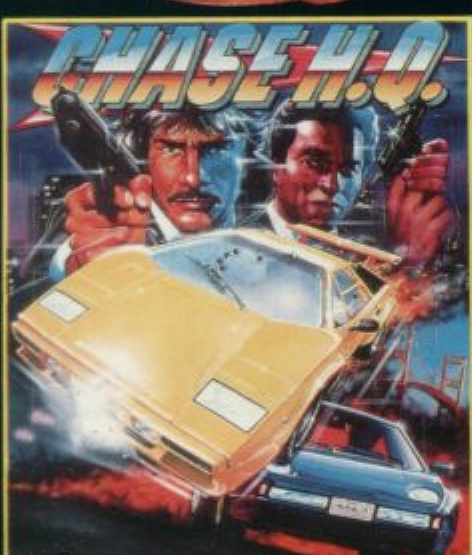
INSIDE! READERS' GAMES Reviewed!
YS Guide to SHOOT-'EM-UPS – It's Massive!
WIN! A TRIP FOR TWO TO FLORIDA! (Honest!)

INTO THE M C M

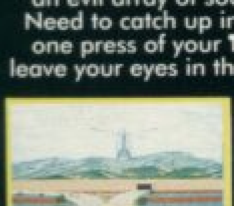
There's nowhere to hide from..."SLY SPY"
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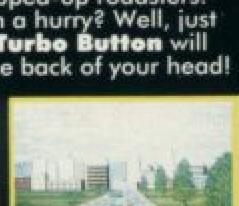


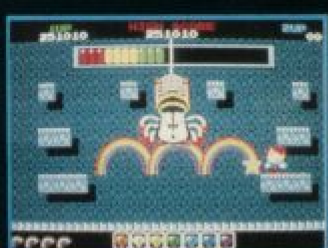
DATA EAST



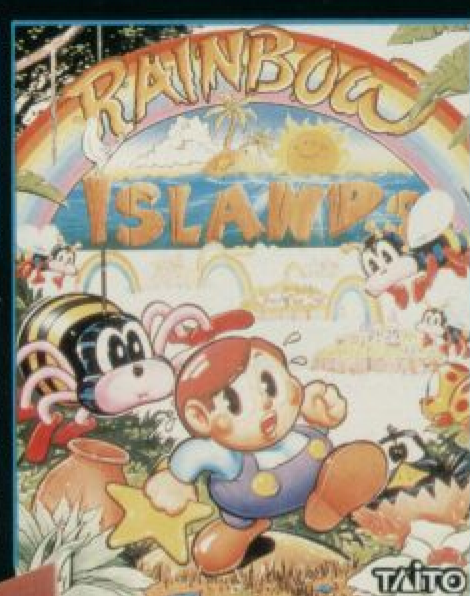
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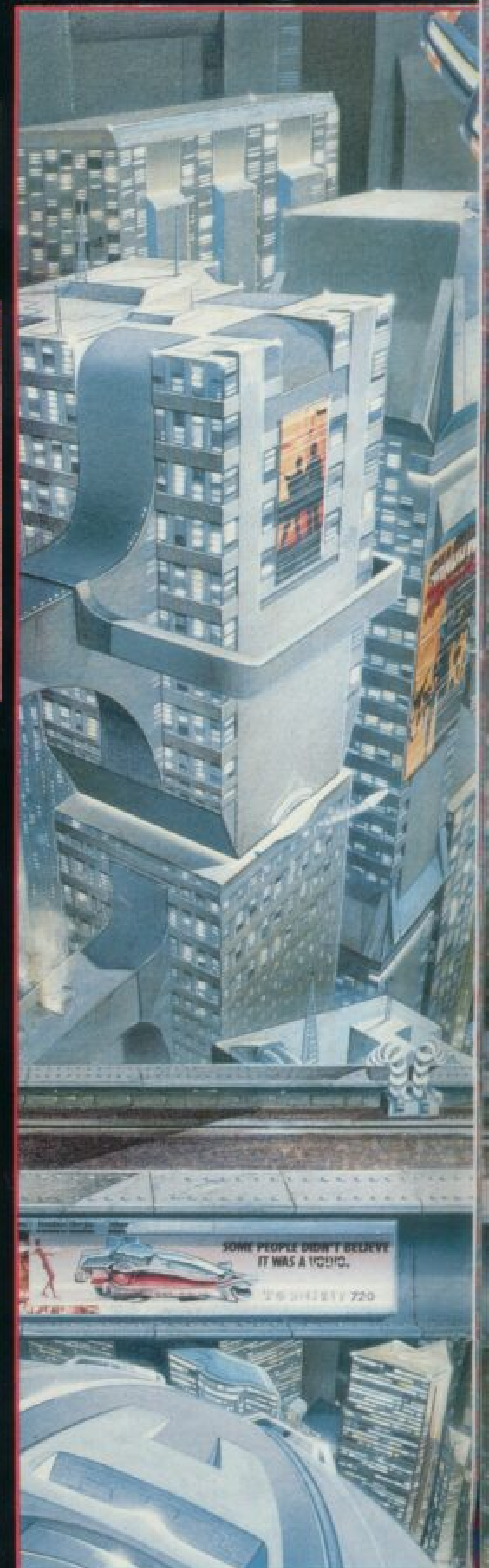






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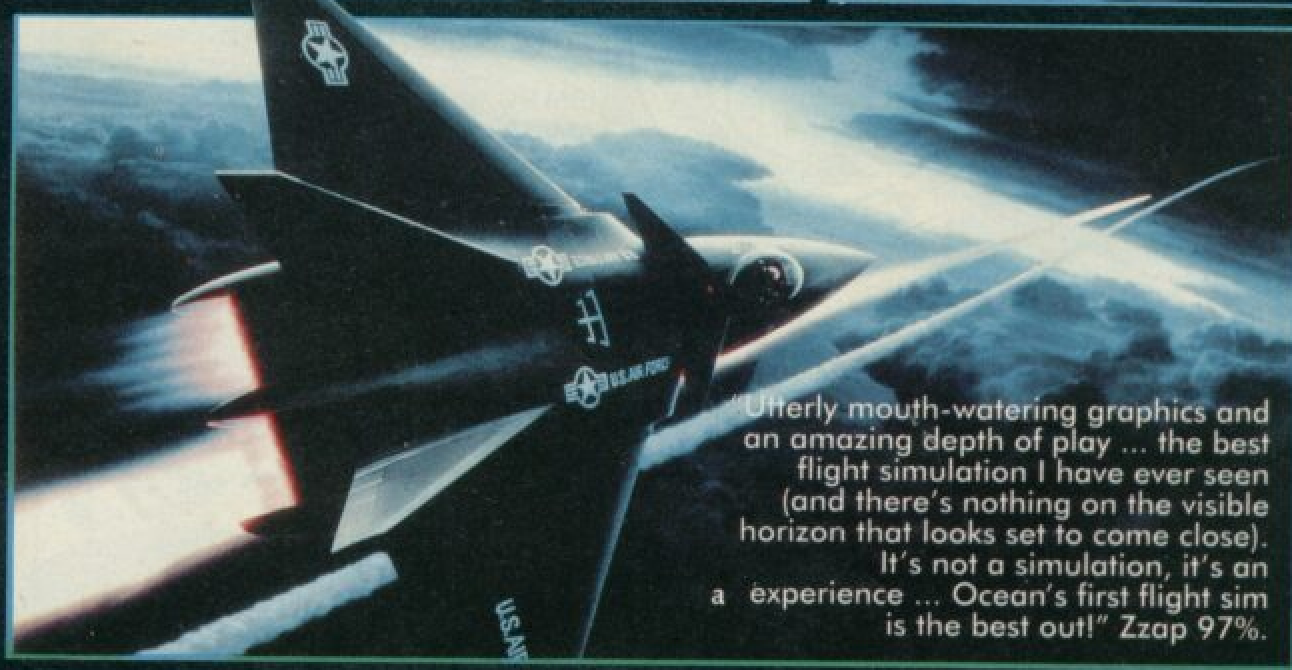
*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.
*F-29 RETALIATOR ONLY AVAILABLE ON ATARI ST & AMIGA.

M X C

FUTURE...







"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an a experience ... Ocean's first flight sim is the best out!" Zzap 97%.





SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops1 The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. Athousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip,Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amoury of stunning moves. Take your techniques to the streets

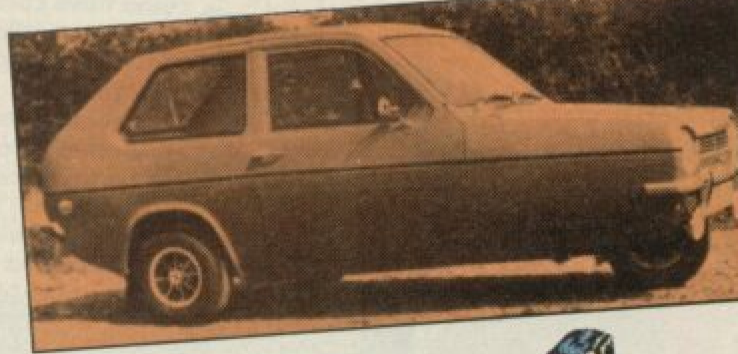
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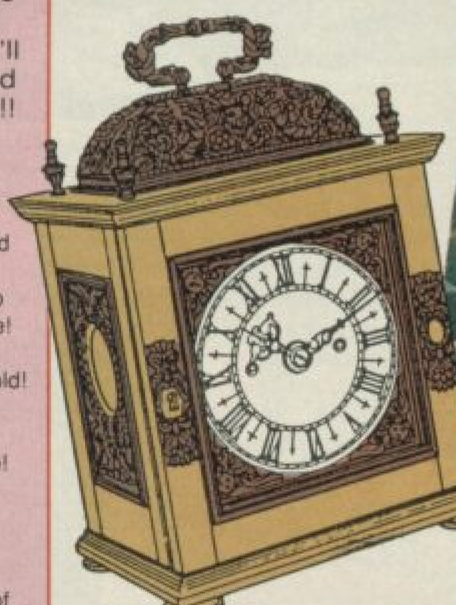
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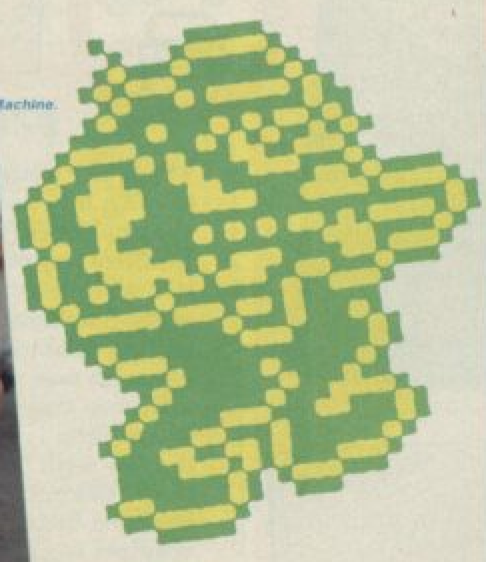
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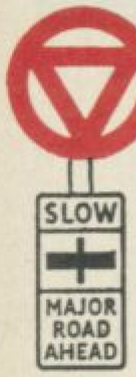
So what does summer remind *you* of? Holidays? Exactly. And what happens when everyone decides to scoot off to the coast at the same time? That's right – traffic jams. So this month we thought we'd have a look at different types of cars and their drivers – so you can play a game of 'spot the berk' when stuck in heavy traffic on the A262 (or wherever). Read on...





Dusty Fleming's Great Haircuts Of Our Time
NO 4 THE MR SPOCK

DUSTY SAYS: Hmm. Remarkable really how out of all the possible ideas they could have come up with for an 'alien' haircut in *Star Trek* (a spikey multicoloured look for instance, or perhaps total baldness) the one they eventually plumped for would be so, well, ordinary. Mr Spock sported a smooth, black and rather greasy-looking style, with a fringe that appeared as though it had been cut with the aid of a pudding bowl. The pointy sideburns are slightly spooky though I suppose (but not that spooky). All in all a bit of a disappointment really, though you have to bear in mind that it was meant to act as a sort of 'framing device' for his famous ears (and so shouldn't really be considered out of context). Still, a seminal style.



THE RELIANT ROBIN

The poor old Robin – it really gets a lot of stick, doesn't it? Mind you, it's hardly surprising really – a silly Noddy car with three wheels which falls over on corners is hard to take seriously. Totally ridiculous. There are (like Maestros) two types of Robin driver. Firstly there's the pretty skint old bloke who couldn't afford anything else and never really looks where he's going. (Best avoided, actually.) And secondly there's the 'biker' who hasn't bothered taking a car test and needs something to cart heavy motorcycle parts around in (you can drive a Robin on a motorbike licence you see).

MONSTER MASH

Who are the two biggest, scariest monsters of the 1990s? Richard & David Darling? Farty The Unlovable Warthog (and his mum)? No! It's the Aliens (from the films *Alien* and *Aliens*) and the Predators (from the film, um, *Predator*), isn't it? Just lately this pair of ugly, scary critters have been co-starring in their very own American comic book, *Aliens Vs Predator*, which is about an all-out war between the two interstellar races (with some rather hopelesss people caught in the middle, of course), and it's been a rip-roaring success! So rip-roaring in fact that Activision have bought the rights to make at least one computer game about it – though when it'll actually see the light of day is anybody's guess.

But the question you're all dying to know of course is "Who wins?" We haven't a clue to be honest, but the smart *YS* money's on the guys with the extendable jaws.

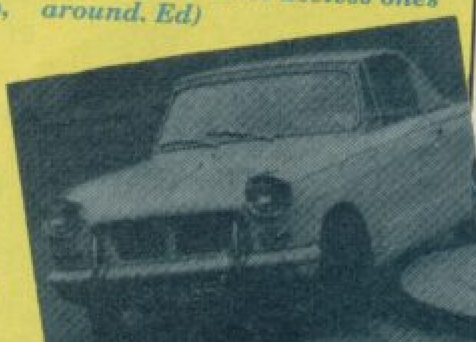


TRIUMPH HERALD CONVERTIBLES

Lovely cars, lovely drivers. Mind you, we had to say that because this is the car owned by Whistlin' Rick himself. Yup, David Wilson is a Herald owner. So, to avoid any trouble, we'd better let him have his say...

"The Herald driver (convertible Herald that is) is the best driver on the road. Skilled and thoughtful, he is equally at home shipping Aunty Maude to the shops and back as he is taking on a jacked-up Cortina at a set of traffic lights." End of quote.

(Herald drivers are crap actually – and David's Herald is one of the most useless ones around. Ed)



PORSCHES

If you've got more money than sense you buy a Porsche. A great way to annoy Porsche drivers is to lean into their windows (they're normally down) and say "Like the Porsh, mate." This is a mispronunciation, you see. It should be 'Porsh-er' (like 'torture' or 'launcher'). A better way to annoy a Porsche driver is to push in front of him at traffic lights. Sometimes Porsche drivers go way over the top and wear silly leather driving gloves – the clots.



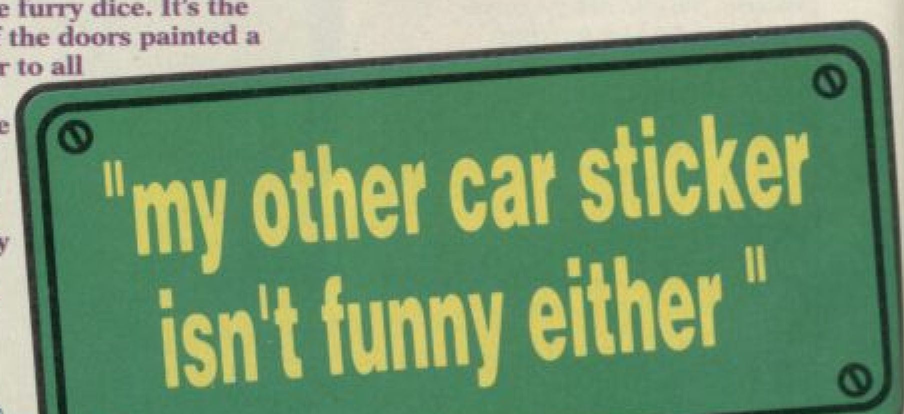
VOLVO ESTATES

Everybody hates Volvo Estate drivers (even other Volvo Estate drivers). What is it about these cars? Well, there's the ridiculous 'all day lights' for a start. Why? On a bright sunny day you can quite clearly see one of these obscenely large vehicles coming towards you, can't you? Do you need it to have lights on as well? No, you don't. "Look, I'm a Volvo, and my lights are on 24 hours a day. Are yours?" Snaaaarl! Still, they get their come-uppence – nobody lets them out of side roads (not even Mini drivers).



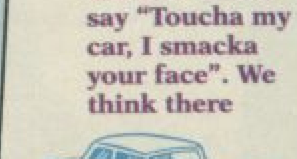
FORD CORTINAS

There are many pretenders to the throne, but the Ford Cortina is still the champion of the 'not very wealthy boy racer'. A Ford Cortina will always aim to be the first car away from a set of traffic lights. It's the car with the furry dice. It's the car with one of the doors painted a different colour to all the others. It's the car with the crap stickers over the back window which say "Toucha my car, I smacka your face". We think there ought to be a car sticker which says "My other car sticker isn't very funny either". In fact there is one. You're looking at it. Cut it out, make a blow-up photocopy and go stick it on your back window.



VAUXHALL CAVALIERS

Is that a Vauxhall Cavalier in front of you? Is there a jacket hanging from the hook behind the driver's door? Oh no! It's the dreaded Sales Rep – on his way to 'do' some 'business'! Carve him up. (It's great fun. And besides, sales reps are the ones who come zooming up behind you on motorways, flashing their lights and beeping their horns – so you're only paying them back.)



THE PSSST TRAFFIC LIGHT COMPO

Want to win the two driving games of your choice? Well, here's your chance!

There's a very wide road – eight lanes to be precise. There's a car per lane, and they've all stopped at some traffic lights. All you have to do is look at the coupon and decide which car, as soon as the light changes to green, will get away first (and which will get away second and so on). Then put the relevant number in the relevant box. For instance, if you think Old Nana Brown in her Allegro is going to do it then put a '1' in the Allegro box. If you think she's going to be last then it needs to be an '8'. Then vomit on the back of the entry form, attach it to a post card and send it to *Close The Door, Push Your Foot To The Floor, Turn The Radio On (Oh, And Don't Forget To Put On Your Seat Belt)* Compo at the usual Bath address. And don't forget to tell us if you have a +3.

The light goes green... and they're away. Here's what I think the running order would be...

☐ Allegro ☐ Cortina ☐ Metro ☐ Mini
☐ Beetle ☐ Nova ☐ Porsche ☐ Herald

Name..

Address..

....

....

....'Zit' Code..

The two driving games I want are...

....

and ....

• My other coupon is a recycled Ferrari ☐ Yes ☐ No





THE AUSTIN ALLEGRO

Oh dear. Austin Allegro drivers tend to be the cause of most traffic jams, mainly due to the fact that they ignore the second figure on speed signs. If a sign says 30 miles per hour, the Allegro driver will stick to three. 50 miles per hour and it'll be five. Is this because Allegro drivers suffer from a weird form of dyslexia? No, it isn't. It's because your average Allegro driver is pushing 80 years old and is too short to see over the steering wheel. We flagged down an Allegro driver on the A23 and interviewed her – she's called Mrs Edna Cootey and is (as will become apparent) 76 years old.

Pssst: We're doing a survey into driving habits. Were you aware that you were doing four mph in a 40 mph zone?

Edna: Oooooooh, what's that? Speak up.

Pssst: (Shouting) Did you know you were doing four mph in a 40 mph zone?

Edna: I'm 76, you know. You couldn't get eggs in the war, not for love or money.

Pssst: Yes. Um, can you actually see out of the windscreen? You don't seem tall enough. It looked like a driverless car from over there. All we could see was a bit of blue-rinsed hair...

Edna: I'm 76. I can remember seeing Tommy Trinder at the Worthing Pavilion in 1930.

Pssst: Yes, yes, yes. But why were you driving at four mph?

Edna: What's that? I'm 76, you know. I can remember the Crystal Palace burning down. Are you the police? You're very young.

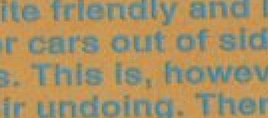
Pssst: (Groan) Yes, we're the police. Give us your car keys, you old bat – you're not fit to drive.

WHOOPS!

In our *Rage Hard* feature on Micronet last month we said that playing the multi-user adventure games *Shades* and *Trash* were free once you were connected up to the Micronet system. Well, um, we were (ever so slightly) wrong. Actually, what we meant was that they only cost you a bargain one penny a minute. Sorry!

THE AUSTIN METRO

"Yaaarrrgh, there's a Metro three cars in front" is the common cry of a driver who's in a hurry to get somewhere quickly. Metro drivers are similar to Allegro drivers you see, only not as old. They are 'sensible' drivers. They will slow from 20 mph to ten mph because there's a blade of grass lying on the road 500 yards in front of them. Hedgehogs are safe from this breed of road user. Metro drivers never get speeding tickets because they never drive faster than 30 mph (even on motorways). Blue Metros always have one of those crap 'Garfield With Suckered Feet' things stuck on their rear off-side windows.



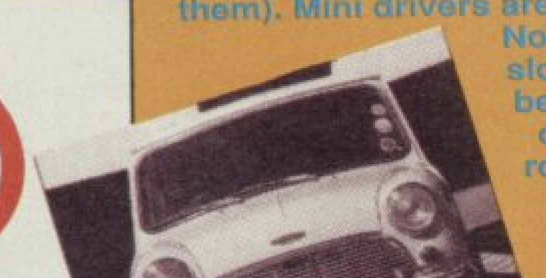
THE AUSTIN MAESTRO

The third of the Austin trio, the Maestro, is a funny old thing (as is its driver). They're either members of the 'never go above 30 and start panicking when approaching a roundabout' brigade, or else they're not. There's absolutely no way of knowing until you get stuck behind one. This is why a lot of drivers won't let them out of side roads – it's just not worth the risk.



THE MINI

A 'girlie' car. We're not being sexist, it's just that it is (you don't see many blokes driving them). Mini drivers are, on the whole, okay. Not too fast and not too slow – plus they tend to be quite friendly and let other cars out of side roads. This is, however, their undoing. There you are, chugging along behind one, when all of a sudden on come the brake lights. "Eh?" you ask yourself. "What's she up to?" And then you see – she's gone and let two Metros and an Allegro out onto the road in front of you both. Yaaarrgh! Overtake, overtake, overtake!





TZERS

• *Dark Century* (the Titus tank game *Future Shocked* a couple of issues back) looks to be hitting some serious problems – so while we wait to see if it'll ever actually appear, why not keep your eyes peeled for the soon-to-be-released *Fire And Forget II* instead (the rather belated sequel to last year's auto shoot-'em-up)? You'll have to wait a bit longer for *Dragon's Lair II* from sister label Empire though, the sequel to the recently budgetised Don Bluth extravaganza. This time round the pesky princess gets caught in a time warp, and it's up to Dirk The Daring (ie you) to battle your way through various time zones to rescue her. The animated action (though not of course laser disk driven, as it was in the arcades) will be with us for Christmas. (By the way, don't get this confused with *Escape From Singe's Castle*, the second half of the original *Dragon's Lair* coin-op which was put out as a separate game in 1987 – this is a brand new product).

• Gremlin's roster of Speccy product for the remainder of the year increases (by one) with the announcement of *Ultimate Golf*, a *Leaderboard* rival scheduled for September. More news when we get it...

• *Atomix*, a new puzzle game from the German company Thalion, should be available on the Speccy in late summer. Originally to have been distributed by Grandslam, it'll now be dealt with by US Gold (check the news item below to find out why) and will be the first time they've done anything on the Speccy (to the best of our knowledge anyway). And the actual game? Well, it's something along the lines of *Pipe Mania* and *Tetris*, the task being to form set patterns of molecules within a time limit (or something). Out soon.

• And finally, some sad news. Tynesoft, the folk who brought us *Beverly Hills Cop*, *Circus Games* and others, have gone bust (though some of their projects may yet see the light of day on other labels). That's not the worst of it though – Grandslam, the firm behind *Terremex*, *Thunderbirds* and upcoming titles like *Grandslam Tennis* and the *Liverpool* game have gone into receivership too. It's been a sad, sad month. (Snif.)

CHARTS

Compiled by Virgin Megastore, Oxford Street, London W1. Last month's positions printed in brackets.

FULL PRICE		BUDGIES	
1 (NE)	Italy 1990 US Gold	1 (NE)	Mikie Hit Squad
2 (NE)	World Cup '90 Compilation Empire	2 (NE)	Sharlon's Road Hit Squad
3 (NE)	Football Manager World Cup Addictive	3 (NE)	Escape From Singe's Castle Encore
4 (NE)	Bloodwych Image Works	4 (1)	Football Champions D&H
5 (3)	Cyberball Tengen (Domark)	5 (NE)	Big Trouble In Little China Alternative
6 (NE)	Klax Tengen (Domark)	6 (5)	Wonderboy Hit Squad
7 (8)	Fighter Bomber Activision	7 (7)	Treasure Island Dizzy CodeMasters
8 (NE)	Manchester United Krisalis	8 (10)	Jack The Nipper Kixx
9 (4)	Kenny Dalglish Soccer Match Virgin	9 (8)	Paperboy Encore
10 (7)	Rainbow Islands Ocean	10 (4)	Snooker Manager Image Works

YS SMASH
REBELS

What a corking cassette we've got for you this ish! Yes indeed – just check out *Rebelstar II* if you don't believe us, a stonking arcade strategy game from the people who brought us *Lords Of Chaos*! It's a winner! But (but! but!) that's not all! We've also got a brand-new up-to-datey for you, an (almost) complete playable level of Image Works' *Back To The Future Part II*, this month's Covergame and a sure-fire summertime hit! The best of the past and the best of the future (ahem) – don't say we're not good to you!

Silverbird

Did you enjoy the playable section of *Lords Of Chaos* we gave away a couple of issues ago? If you just answered 'yes' then you're not alone – we've had loads of letters asking for more. And (for once) when you ask you shall receive 'cos what do we have here but *Rebelstar II*, a predecessor to *Lords Of Chaos* from a couple of years ago, written by *Chaos*/*Lords Of Chaos* creator Julian Gollop.

So what's it all about? Well, it's an arcade strategy game (Julian's speciality) which (if you're wondering) is basically the same as a strategy game, except it has rather snazzier graphics than you'd expect and little animated sequences. To play it you take turns with the computer at moving your forces around the eight-way scrolling battlefield attempting to do, well, whatever it is you're meant to be doing.

Right, who remembers the films *Alien* and *Aliens*? (Like we thought – almost everybody.) Well, that's more or less the plot of the game. Your forces – the Rebelstar Raiders, would you believe? – must land on an alien planet and fight an armed party of alien creatures who have similarly arrived there. Not only must you kill off as many of the nasties as you can, you also have to capture their eggs, which are dotted about the place, and find and defeat the alien queen.

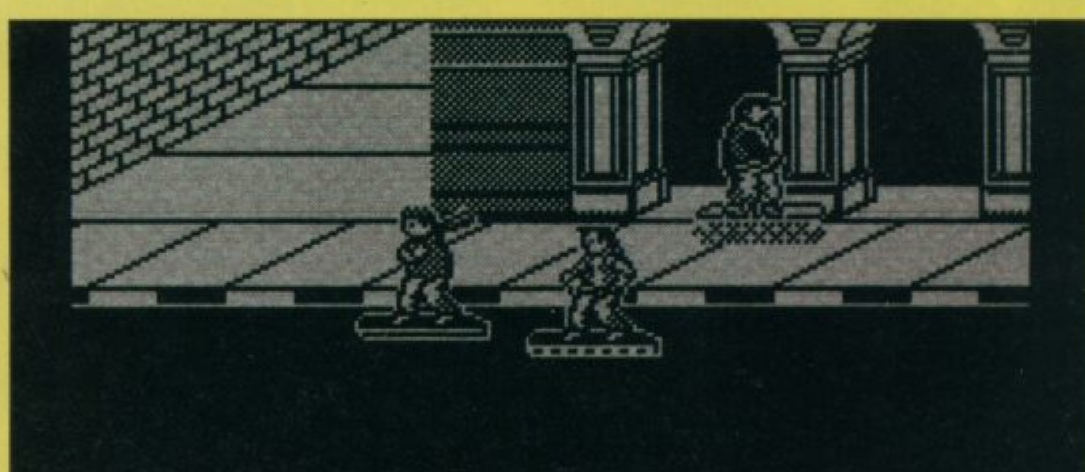
To start with you control around 30 men (though reinforcements arrive later on in the game) who come equipped with a variety of weapons and ammo, though more are collectable around the planet. Kill an alien and you can even collect his gun, but watch out for the native lifeforms of the planet – although they're not actually your enemies in the game they're hostile to both you and the other aliens!

Throughout the game you should keep an eye out for the arrival of your dropship to take you off the planet – it'll arrive somewhere in the vicinity of the big alien ship. When this happens you have to get as many eggs as possible onto it before it takes off and disappears again. Don't hang around

BACK TO THE FUTURE PART II

Image Works

Yes, there's more! A stonking playable demo of this month's Covergame to be precise, and a right little corker it is too! Our demo lacks the neat animated end sequence, but otherwise it comprises the whole of the first level of the game, with Marty on his little flying skateboard whizzing around town, avoiding toy cars and puddles, grabbing onto the backs of moving cars and fighting Griff and his gang. Pick up icons, including one to make the board more responsive, one to make everything (including the scrolling) move faster, one to boost your energy and one to make you stronger (ie each time something hits you, you lose less energy). Your task is to get to the end of the level losing as little energy as possible, but what tactics you use are up to you – you can either dodge Griff (the bloke with the baseball bat) and his pals or you can fight them, punching them off their boards. Whichever way you choose, it's fast, frantic fun all the way! (Now check out our full review just over the page!)



Oi, Marty! Stop hiding there at the top of the screen! Come out and fight like a man!

TAPE No 33

STAR II

too close to where you think it's going to land though – it could quite easily kill off half your men if they're standing underneath it! In fact, be careful with your men at all times – even if you manage to get lots of eggs onto the ship you can still lose the game if half your people have been wiped out in the process!

Controls for the game are fairly simple. You move your cursor around with the eight keys surrounding the S key – W, A, D, X and so on. S selects a unit to move, K ends that movement and O ends your whole turn and lets the computer have a go. 1 fires an aimed shot (which takes a second or two to aim) whereas 2 does a snap shot, which is more likely to miss but uses up less energy. Of course you can pick up various things like the eggs and extra ammo too, and whenever you place your cursor over an object, alien or member of your party it'll tell you who or what it is. *Rebelstar II* is a fairly easy game to get into, yet it's quite challenging and bags of fun. You'll have a ball!

TAPE TRUBBS

Uh-oh! It's complaints time again, isn't it? What with the thousands of cassettes we put on the front of *YS* each issue it's inevitable that a few 'bad apples' (ie ones that won't load) will slip through. Luckily though here's the ideal solution – we'll send you a brand-spanking-new cassette in return for your cruddy old one! Just toss the offending item in an envelope, bung in an sae, whip the whole lot down to *YS* Tape Returns No 33 *Rebelstar II*, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and within a mere matter of days (or weeks) a brand-new tape will be yours!



What's this bit about then? Well, it's basically describing the landscape or object that lurks underneath your little white cursor (bottom right of the screen). If you don't know what something is, just pull it over and see!

Eek! It's a monster! Avoid! Avoid!

What are these spooky things? Alien eggs? Go on, use that cursor!

Hmm. Not using very much at the mo, are we?

As you can see, the computer tells you what each control is (in case you forget!).

YOUR SINCLAIR SMASH TAPE No 33

REBELSTAR II

The complete game from Silverbird!

Plus

BACK TO THE FUTURE PART II

A playable demo of the Image Works newie!

REBELSTAR II/BACK TO THE FUTURE PART II

YOUR SINCLAIR

***REBELSTAR II* Controls**

S = select unit
K = end movement
O = end turn
Keys surrounding S key = direction
1 = aim shot 2 = snap shot

***BACK TO THE FUTURE II* Controls**

Keys or joystick

REBELSTAR II

Silverbird

An arcade strategy classic from the men behind *Lords Of Chaos*. Capture alien eggs and return them to your waiting dropship before the aliens getcha! It's spooky! It's atmospheric! It's a must!
© Julian Gollop/*Your Sinclair*

BACK TO THE FUTURE PART II

Image Works

Join Marty McFly in the year 2015 for the skateboard chase of you life! Collect things! Dodge things! Fight things! And so on!
© Image Works/*Your Sinclair*

snip snip

Back To The Future Part II

Image Works
£10.99 cass/£14.99 disk



Rich *Back To The Future II*, eh? You can hardly have missed it, can you? The computer game's been fairly high profile too – we had JD's Megapreview a few issues back, and now it's on the cover, there's a review in the mag (and you're reading it) and blow me down if there's not a mega-demo on this month's Smash Tape too! (In fact, at this rate you probably know more about the game than I do, which is a bit of a bummer 'cos I'm the one who's meant to be writing this pesky thing!) Oh well, on with the show...



A-ha! Here we are in one of the game's two puzzle sequences. It's the 'Enchantment Under The Sea' Ball, where you've got to slide these bits of the main pic around until it resembles the one on the left. Sounds tricky enough, until you realise each bit is rather cleverly animated, so the whole thing's as confusing as anything. Yikes!

Film tie-ins, eh? Not an easy thing to do, I can tell you – especially with a film as complicated as *Futsie II*. Y'see, the movie kept jumping about time and space so much it was hard to come up with any one sequence to represent it. There was only one thing to do – take the "let's get lots of different sections from the film and cobble them together into a large (multiload) jobbie instead" approach. And has it worked? Well, hold your horses – I'll tell you in a minute.

There's a huge plot behind this, which is kind of important if you want to know what you're doing (and why), but a bit boring (and impossible to explain) if you don't. So I'm not going to bother – if you want to find out then rent the film (it's just come out on video) or check out the Megapreview in *YS* 54. Sufficient to say, it all involves you (as Marty McFly) and your pal the Doc flipping backwards and forwards in time, trying to sort out the massive mess that your time-travelling antics have inadvertently caused in the lives of both your parents and their pals (in the past) and your children (and their pals) in the future.

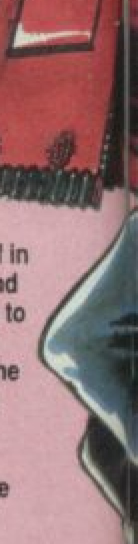
But what do you get? Well, first up there's a neat little animated graphic of the flying De Lorean whizzing about the screen, and then we're straight into the first game sequence, the flying skateboard chase. The screen scrolls nice and smoothly (but not particularly quickly) from left to right (and diagonally as well at times) as you bomb about on your futuristic deck, dodging bully Griff and his mob and trying to knock them off their boards. I'm not going to describe it to you any further – check it out for yourselves on the front cover demo. Suffice to say, it all plays quite smoothly, and has a natty little animated sequence where Griff and his posse crash into the Town Hall at the end as well.

Level Two's a sort of bonus round. Jennifer (your girlie) has fainted and been found by the police and taken back to her house. Only one problem – she's already there. (Confused? You will be.) You have to stop Jennifer from meeting her future self you see, or any of the other three people who share the house, which would make an even bigger old pig's ear of things than they already are.

You take a bird's-eye view of the proceedings in this level, with the two Jennifers and the other occupants all wandering from random positions around the house. Your task is to guide the old Jennifer out without her meeting anyone else (if she does you fail) by simply opening and closing doors to direct everyone where you want them. All this boils down to is a simple little puzzle – loadsa colour, and a cheery little break between levels.

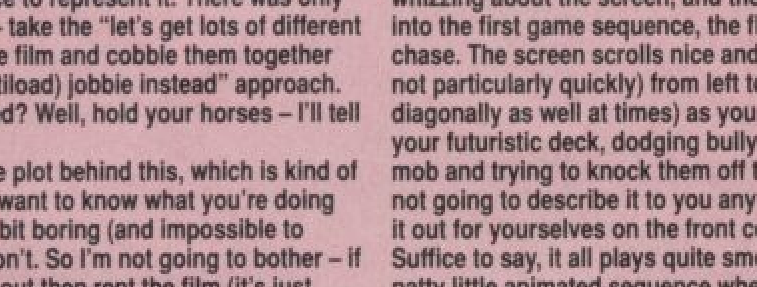


Blimey. Level Three already, and Marty and the Doc reckon they've sorted everything out, so off they trot back to good old 1985. Now here's the clever bit – listening carefully? (We'll be asking questions later.) Whilst Marty was busy trying to rescue Jennifer, Biff (Marty's Dad's rival, and Griff's grandad) 'borrowed' the time-travelling De Lorean from 2015, to take an almanac (a sort of diary jobby with lots of interesting things in) back to himself in 1955, thus enabling him to 'predict' the future and become vastly rich 'cos he can tell what's going to happen. Cunning, eh? So when Marty arrives in 1985 he finds it all quite different. For example, he no longer lives in the same house, Biff rules the town, is married to Marty's Mum, and everyone else is really rather horrible.



Marty's got to get the almanac from Biff (so he won't be able to see into the future anymore) by simply duffing up everyone in sight, and eventually Biff himself. Yes, it's a beat-'em-up. You can kick and punch as things scroll from left to right, and pick up sticks and things to try and disarm the baddies with (though you can't use their guns). I thought there was a bit of a lack of

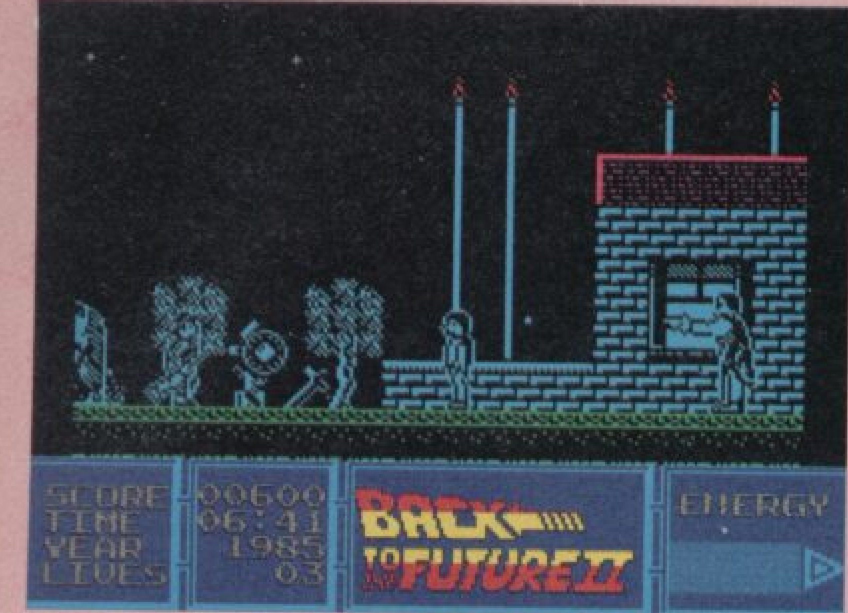
This is you, cunningly skating along the pavement to avoid getting clobbered by Griff's gang. Watch out for the old ladies or you'll knock 'em down! (Just my little joke - there aren't any really!)



Keep an eye on these helicopter jobbies – they drop you little collectable doobries (like extra energy and stuff).

Eek! It's a horrible baddie! Go away! Go on! Shoo!

The skateboard sequences – probably the most famous bits from the film, and repeated twice in the game. This is from the first level – the other has a '50s feel.



Look out, mate! There's a bullet about to hit you on the bonce!

fighting moves here (apparently 'cos Marty isn't a fighting sort of a chap) and it's all a bit on the hard side, but it's colourful enough I suppose. Still, *Renegade* it ain't.

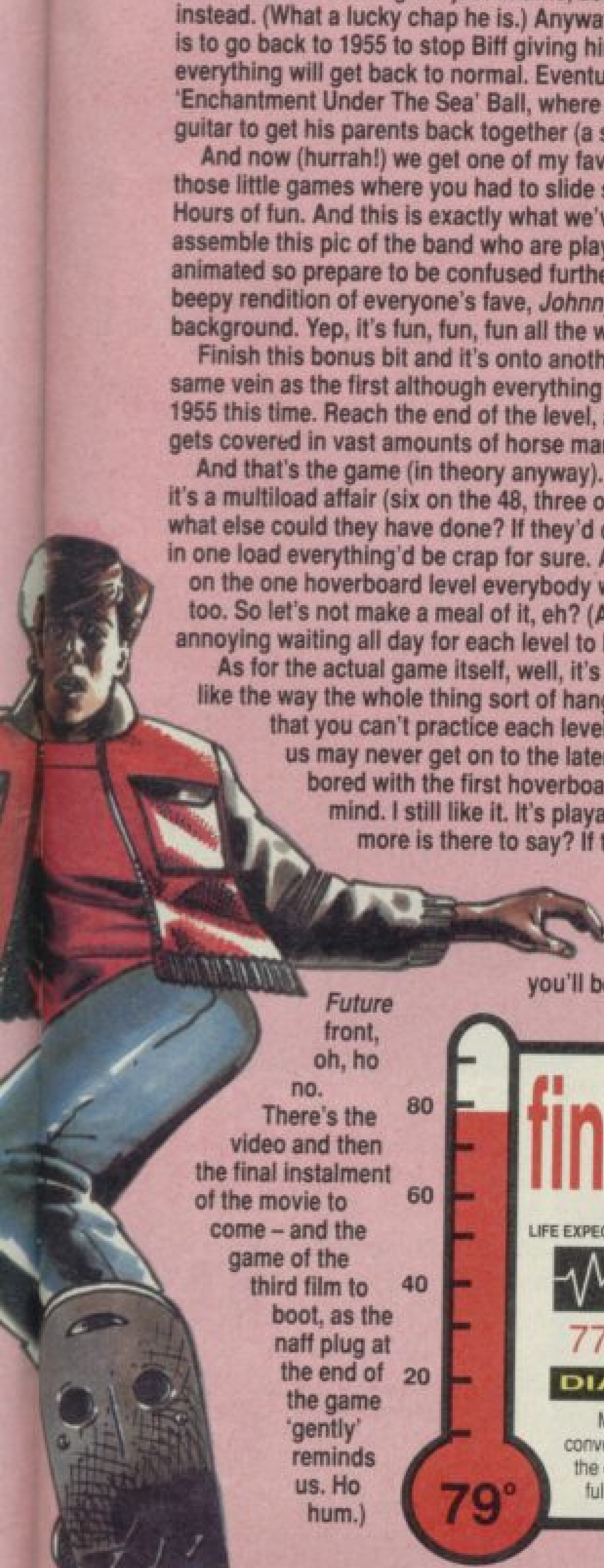
More plot now I'm afraid, and this bit's even more confusing that the last. Marty decides he can't stand it any longer, so he reckons it's time to cash in his chips by jumping off the roof of Biff's casino. Luckily, the Doc clambers into the time-travelling car just in time, zooms up and Marty falls into it instead. (What a lucky chap he is.) Anyway, they decide the best thing to do is to go back to 1955 to stop Biff giving himself the almanac, so (hopefully) everything will get back to normal. Eventually everyone ends up in the 'Enchantment Under The Sea' Ball, where Marty watches himself playing the guitar to get his parents back together (a scene from the first film).

And now (hurrah!) we get one of my fave bits from the game. Remember those little games where you had to slide squares around to make a picture? Hours of fun. And this is exactly what we've got here. You have to re-assemble this pic of the band who are playing on-stage. The whole thing's animated so prepare to be confused further (if that's possible), whilst a beepy rendition of everyone's fave, *Johnny B Goode*, clinks away in the background. Yep, it's fun, fun, fun all the way.

Finish this bonus bit and it's onto another hoverboard chase, much in the same vein as the first although everything looks a bit different seeing as it's 1955 this time. Reach the end of the level, and there's a great bit where Biff gets covered in vast amounts of horse manure. Ha!

And that's the game (in theory anyway). But what do I reckon? Well, firstly, it's a multiload affair (six on the 48, three on 128). No, no, calm down. I mean, what else could they have done? If they'd cut down each level to make it fit in one load everything'd be crap for sure. And if they'd concentrated mainly on the one hoverboard level everybody would've complained about that too. So let's not make a meal of it, eh? (Although I must admit it's bloody annoying waiting all day for each level to load.)

As for the actual game itself, well, it's good fun and quite varied, and I like the way the whole thing sort of hangs together. It's a bit of a shame that you can't practice each level individually though, 'cos some of us may never get on to the later ones and are bound to get a tad bored with the first hoverboard bit after a while. But never mind. I still like it. It's playable, it's fun, it's addictive. What more is there to say? If this sort of thing's your bag, and if you like the film, then you can't really go wrong. (But whatever you do, don't go away thinking that's the last you'll be hearing on the *Back To The Future* front, oh, ho no. There's the video and then the final instalment of the movie to come – and the game of the third film to boot, as the naff plug at the end of the game 'gently' reminds us. Ho hum.)



finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
77°	85°	79°	75°

DIAGNOSIS

Massive multiload film conversion, very faithful to the complicated film, and full of variety. We like it.

79°

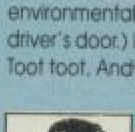
JOYSTICK JUGGLERS

Ah! Summer! Lovely long sunny days! Holidays! Traffic jams! Yes, we're afraid the Jugglers have been tooling around in their motors (with the hood down in Davey's case), helping clog up the highways and byways just like the rest of you. But what sort of cars are they to be seen in? Read on...



Andy Ide Look, we're going to let you in on a bit of a secret about Andy here (actually it's not much of a secret at all. Well, not to anybody but Andy, who doesn't seem to quite realise it). You see, our Andy is actually (whisper it) a bit of a... hippy!! Just check out that hair – it's a dead giveaway, isn't it?

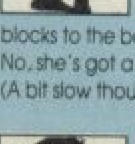
And what sort of cars do hippies drive? That's right! Citroen 2CVs! And guess what sort of car Andy's got? A 'Deux Cheveaux' of course! (It's a nice yellow one with environmentally-concious stickers in the back window and pretty flowers painted on the driver's door.) Look, there he goes now, tootling along through the traffic. Toot toot, Andy!



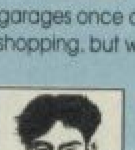
Matt Bielby Like sports (last month), Matt has a bit of a problem with cars. He hasn't actually got one you see, never has had and probably never will (despite the fact that he buys *Auto Trader* every other week and runs around pointing out to everyone what he's going to get). In the meantime we've bought him a nice blue toy Corvette from Beaties (just to keep him happy).



Jackie Ryan There are two things you have to know about our Jack. One is she's a girlie and two, she's very, very (very) small. So what sort of car do you think she's got? No, not a Mini. (She couldn't see over the steering wheel, at least not without a massive seat cushion and that meant she couldn't reach the pedals. We tried glueing big wooden blocks to the bottoms of her shoes to help, but it was no good – she couldn't lift them.) No, she's got a red Triang pedal car (with a bell). And very bright and shiny it is too. (A bit slow though.)



Kati Hamza Kati's a girl too, but has quite a different sort of driving problem from our Jack - she just can't decide what sort of car she wants. "I bought one once," she confided in us, "a nice blue Honda Civic. Trouble was I got bored with it very quickly (after about two days actually) and it had to go. Now I just test-drive new ones at the local garages once or twice a week. That way I can keep up to date, and do a spot of shopping, but without actually forking out any dosh on wheels and petrol! Good, eh?"



Rich Pelley Oh no! Our Rich is a bit of a hippy too, but a hippy of a different sort from Andy – he's the modern, acid house, flares type. (The worst sort, actually!) He's got a Beetle (quite a nice car really) but yikes! Look what he's done to it! He's taken the body off, stuck some tractor wheels on the side and mounted an oversized soap-dish over the entire lot! Yes, he's turned it into a beach buggy! (What a chump!)



Paul Lakin On loan from *Zero* (our ex-sister magazine), 'posh' Paul (as we like to call him) doesn't actually own a car of his own as such, but constantly borrows them from the family estate. One week he has a Range Rover, the next a Mercedes, but which is your favourite, Paul? "Oh, that's easy! They all have their merits of course, but my all-time favourite is the old Volvo estate we keep to take the dogs out in. It has a lot of character, that car." Mmm. So now we know.

SCORES

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° - 89° PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!

70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° - 69° A few niggles. Lacking in certain areas. Think before you buy!

50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° - 49° Um, below average (believe it or not).

30° - 39° So sickly it's due to hospitalised!

20° - 29° Very poorly indeed.

10° - 19° Critical – not expected to last the night.

0° - 9° Clinically dead.

ITALY 1990

US Gold/£12.99 cass



Rich Well, did we win? I haven't the foggiest! I'm writing this three days before the Argentina/Cameroon match has kicked off! All of which is a bit of a shame for US Gold really – *Italy 1990* missed the *YS* review treatment last month by a footballer's bootlace. Boo hoo! Anyway, it's here now, so better late than never, eh, Spec-chums?

Of course, at this point, I could go on about how I'm a real footie fan, how much I love soccer games, and how thrilled I am to be given the chance to review this game. But seeing as that would be a complete lie I don't think that I'll bother. I mean, soccer games aren't exactly big news, are they? Just check out JD's complete (and utter) guide to footie, two issues back, and you'll find that we've had over 60 (yes, 60) of the blighters in the past. And that ain't including the last issue which was bursting to the staples with even more of the pesky things. So having to play yet another one hasn't exactly made my day, if you narta mean. But hang on a mo – isn't *Italy 1990* the only game which has actually got anything to do with the World Cup? Oh, except for *World Cup Italia 1990*, that is. And countless others probably. But you know what I mean. *(No, I don't think so. Ed)* Perhaps it's still got a bit of hope in it after all.

After fighting off the mound of free posters, competition entry forms and World Cup information booklets (quite neat and well put together actually – my Dad's already stolen my copy!), you'll eventually uncover the tape (or indeed disk) and slap it into your Spec. The first thing to do is to pick your team. Footie fans'll love this bit because everything is true to the real thing, so you get all the correct teams, players, venues and dates as in the real tobasco. Then it's time to choose your formation, pick your team (with little digitised piccies showing you what position they play – very impressive, thank you) and away you go, either playing against a chum in a friendly, or competing in the very World Cup itself.

A quick(ish) load from the tape and it's kick off. Yep, folks, underneath all that World Cup blurb, *Italy 1990* is no more than a *Matchday* look-a-like. Not that that's a bad thing, of course. I almost found myself enjoying it for a bit, until I luckily came to my senses (and not a minute too soon). Y'know the sort of thing – you control the player nearest to the ball and run (or rather jerk) up and down the scrolling pitch, tackling (even slide-tackling), passing, heading, chipping the ball about and occasionally scoring the odd goal here and there.



Here's one of the neat digitised score board scenes that come on whenever something good happens – neat, eh?

It's really quite exciting, believe me. And a nice little touch is the little animated sequences that tell you what's just happened if there's been a goal kick or something.

In case you were wondering, apparently all that business concerning skill factors and strength that I mentioned earlier applies here. Supposedly, the stronger the player the further he can kick the ball, and the skill factor determines how easily he can tackle or keep the ball. Trouble is it's a bit hard to tell how true that is because everyone looks the same (in glorious monochrome, in fact), and even though I chose the best team with the best players I'm still crap and losing six-nil. Oh dear. Never said I was very good at footie games, though, did I? So seeing as I'm so hopeless at this sort of thing I decided to call in an expert – my little brother – who managed to polish the thing off on his first game and win the World Cup within three quarters of an hour. Surprisingly, this wasn't because he's a pure genius, merely due to the fact that *Italia 1990* is a tad on the easy side.

And there you go. Not really much more to say. It's a footie game, and one whose job it is to follow the World Cup to its absolute limit. But strip away all the outer makings of a well-presented game and inside you'll find little more than your average soccer offering. It's still quite fun, if you're into that sort of thing, but for those of us looking for a decent game at the end of the day (and one with a spanky two-player option into the bargain) it's probably a better option to stick with that old classic *Matchday 2* instead. Hmmph.

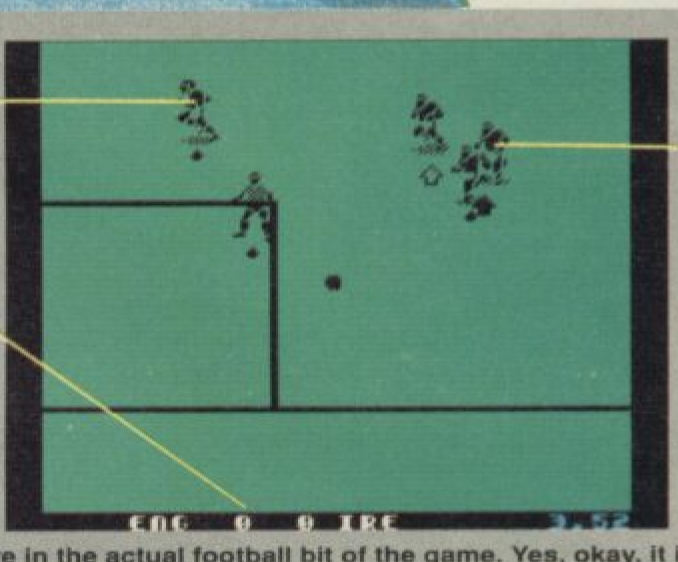
(ED'S NOTE I'm afraid I think Rich is a bit wrong about this actually – I reckon he's been pals with Jonathan Davies too long and Jonathan's rabid hatred of footie games has somewhat addled the poor chap's mind. For what it's worth I'd say Italy 1990, *despite being too easy, is the best of the World Cup offerings around at the moment and a far cry from the utter disaster of last time's* World Cup Carnival *(if anyone remembers that). For a start, despite the fact that Virgin got the only official World Cup licence, this one actually plays much more like the World Cup itself – you're not limited to the ridiculous choice of playing one of only four teams for instance (including the pathetic Belgium but excluding Brazil!). The presentation helps too – like the score boards showing when a corner or goal kick is coming up and the nifty booklet you get thrown in with the package. I know what game I'll be playing this year.)*



Here we are picking the squad, and look who we're choosing – Butcher! (Oh no!)

Oh no – this little chap's running off in totally the wrong direction! Oi! Come back!

Uh-oh – look at the score! This isn't exactly shaping up to be the most exciting match ever, is it?



Despite the slightly confusing muddle you see here, *Italy 1990* is actually one of the best animated soccer games about.

Slightly odd perspective, isn't it? (It's as if we're sitting right behind the goal.)

And here we are in the actual football bit of the game. Yes, okay, it is all a bit green, and the teams are quite hard to tell apart, but the whole thing's well programmed, runs smoothly and makes for a lorra good fun. Hurrah!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
66°	83°	81°	82°

DIAGNOSIS

Above average footie game with a strong World Cup flavour. Probably the best of the current crop.

80 60 40 20

81°

THE TIME MACHINE



Time – it's a funny old concept, isn't it? We've never quite managed to get a proper grasp on it, to be honest. Does it go in a nice straight line from A to B, or sort of flow in a wobbly pattern (like a river)? Or is it even more complicated than that – like a plate of spaghetti or something? And would it really be possible to go back into the past and become your own father? (Oo-er.) Who can tell? (Not MATT BIELBY, that's for sure.)

Oh, um, hi. Well, here I am sitting in a boardroom at Activision doing not a lot actually. I'm waiting for the programmers of *The Time Machine* to turn up you see... and they're late! Talk to you in a bit when they finally get here.

(Half an hour later.) A-ha! I think somebody's here. It's... Oh no, sorry, false alarm. It's only the nice Activision lady with a pot of coffee.

(Ten more minutes pass.) Hurrah! Mev Dinc's arrived! (Mev's one of the two guys behind Vivid Image, a new-ish company which has got a deal with Activision to market, sell and distribute its own stuff. Their first game was *Hammerfist*, so that wasn't too bad a start, was it, Spec-chums?)

Well, Mev, this 'time' stuff is certainly proving pretty tricky, isn't it?

Mev: *What, time keeping, you mean (ha ha). If you think I was bad, we've still got to wait for the programmer – he's got the only copy of the game! But don't worry – he only lives about 15 minutes away, so it shouldn't be too long.*

(Five more minutes go by.) Dum de dum de dum. Oh, what's this? Blimey! Somebody seems to be arriving! (Will wonders never cease?) Hold on a minute though, doesn't that look a bit like...

Mev: *...Raf Cecco!! Yes it is!*

Blimey! What's Hewson's top programmer doing here? Aren't you meant to be at home putting the finishing touches on *Stormlord II* or something?

Raf: *Ha ha ha. Um, well sort of. Y'see, Mev's an old friend of mine and I'm just doing the code (not the graphics) of the Speccy and Amstrad versions for him in my spare time. I haven't had to come up with much of the game design, so it hasn't taken too long.*

Well, if it's all right with Hewson I suppose that's okay. Right, guys, now we're all here don't you think it's about time you tried to explain *The Time Machine* to me, eh?

(And explain away they did.)

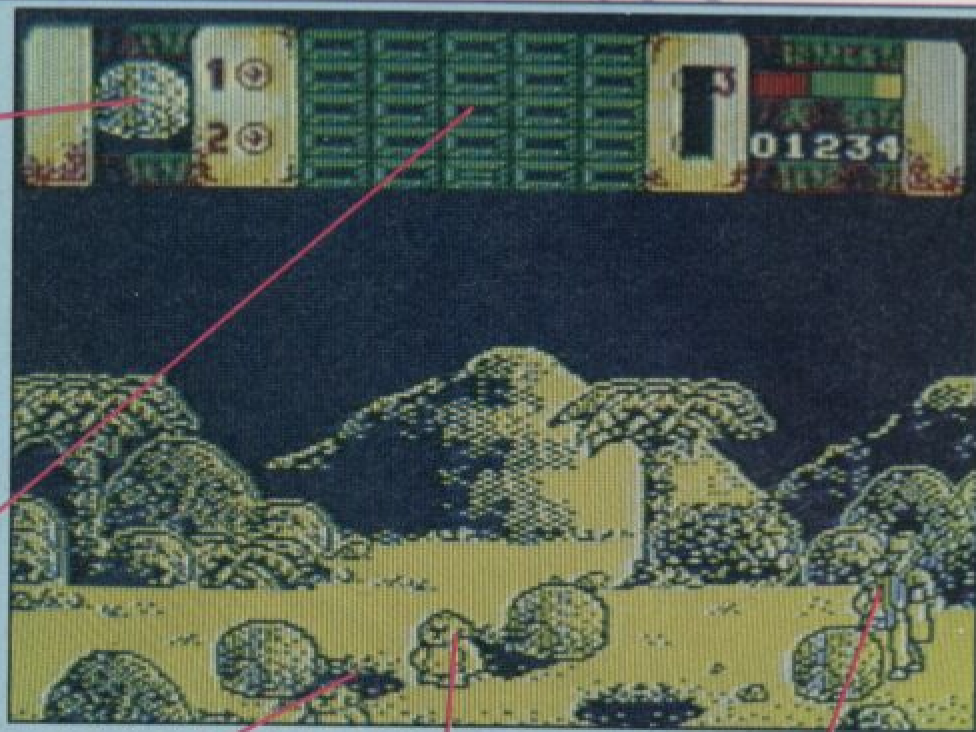
***The Time Machine* – what's it all about?**

So what did they manage to impress upon me? Well, for a start, *The Time Machine* is more than a little

bit complicated. I suppose it could best be described as a rather loopy and unusual sort of flip-screen arcade adventure. Though the actual 'Time Machine' of the title doesn't actually appear itself in the game (well, not until the very end at least, and then it's looking rather trashed and doesn't work properly) I suppose you could say that its absence is the very reason for the game. You see, because you haven't got it you're trapped in the past (I'll explain how you got there in a sec), so it's up to you to work out ways to get yourself (ahem) back to the future.

In fact, if you were being really clever (a bit too clever by half if you ask me) you could say this mechanical contraption I've just mentioned isn't actually *the* Time Machine of the title at all – the Earth is! It's a sort of giant spooky closed system of a time machine which travels (very slowly) through, er, time, and it's your task in the game to sort of manipulate the machinery of that system so that everything ends up how it's meant to and you get to where you're meant to be going (and things like that). Ahem. Or maybe not. (I think I'd better just try and explain the game, don't you?)

This handy-dandy box points out what you can pick up on each screen – check it if you're totally stuck as to what to do.



The icon strip may change but this stack of bricks will still be here – it indicates where we are in the game (as you can see we're in the middle screen of the Prehistoric Age) and what we've managed to create (bugger all really).

Time to try and create the Ice Age - but how? In the finished game there'll be all firey hot stuff coming out of those holes, so bung rocks over them...

...and you'll help create the ice age. But what will happen to these cutsie mammals then (poor things)..?

...You'd better sort out a way to rescue them, hadn't you, Prof? (Yes, you had.)

Okay, so what actually happens?

Well, the thing is, you see, that you play this sort of cartoony mad scientist bloke (rather like the chap out of *Back To The Future*, oddly enough) who's just managed to come up with an HG Welles-style Time Machine! But (oh no!) terrorists have broken in and blown the whole thing up – and just as you were about to take off in it too! And that's not the worst of it! They've only managed to create a spooky time whirlpool thingie which has whisked you back into the prehistoric past, haven't they!!?

So what do you do? There you are, trapped Time Machine-less in the spooky old prehistoric past, with no way out. Or have you? Well, this is where the rather clever concept of *The Time Machine* comes in (as thought up by one Mrs Riley, wife of Hugh Riley, an old mucker of Mev and his partner John Twiddy). You see, the problem isn't so much that you've no means with which to travel to the future (you do actually, because in your pockets you happen to have carried a couple of handy time/teleport devices which you can use to whisk yourself across time and space in shortish hops – do enough hops and you'd eventually get back to 1990). No, the problem is that there's no actual future for you to go to! You're back in the past so it doesn't actually exist yet, does it? Whoops!

So the real puzzle of the game is that in order to get back to the present day you've got to work your way through the major time zones, manipulating the natural environment as you go in such a way that you trigger all the major changes that took place in the earth's development. Step by step you've got to make the Ice Age happen, make sure it thaws to create the Stone Age, make sure that Stone Age man develops enough to join the Iron Age and so on until you manage to create the modern world that we know today! Hurrah! Now we can go home!

(Clever stuff, eh? I just hope you understood all that, because I'm not sure I'm in much shape to explain it to you again.)



Why are those cave men ignoring that stone wheel thing? Better think fast..!

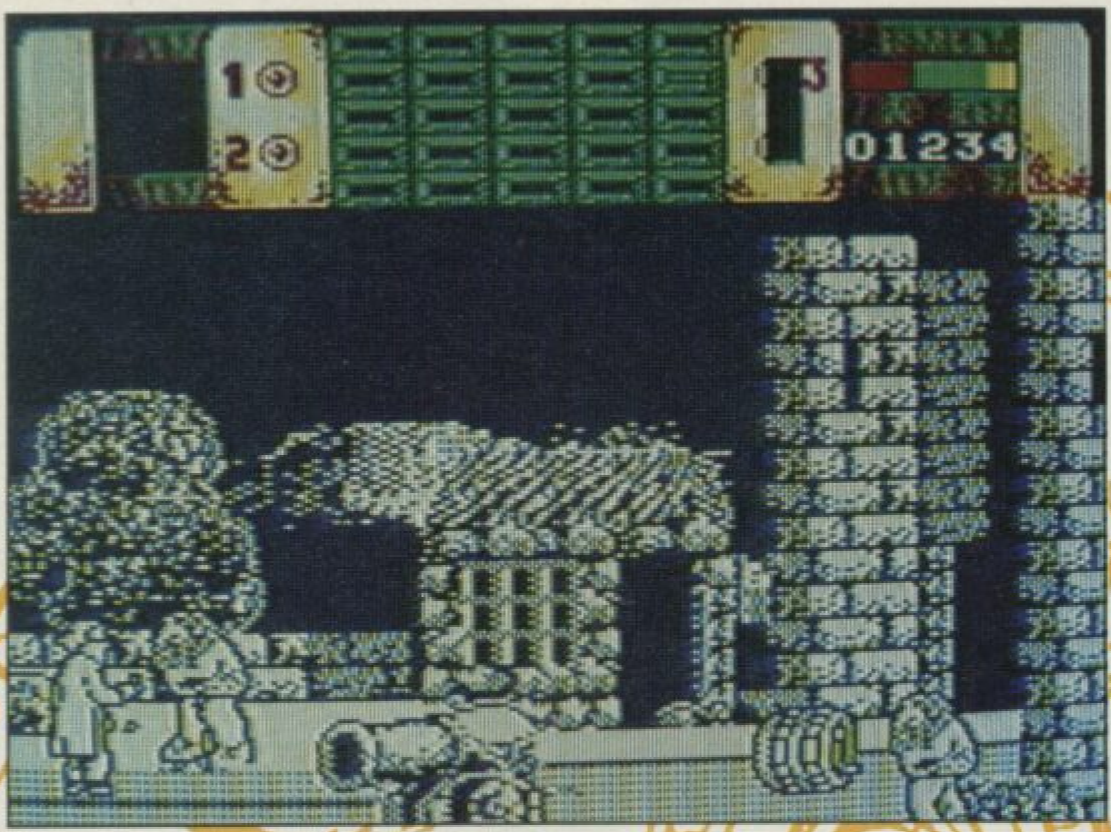
So how does the game actually work?

Okay, after the pre-game introductory sequence (showing the story I've just described to you) the first thing you'll notice is the unusual layout of the game. There you are walking around in a monochrome, flip-screen 3D environment (you can walk back into the screen, behind trees and so on, rather like in the *Last Ninja* games) when all of a sudden you come to a dead halt. What, is that it? Can the game really be, erm (does a quick count), a mere five screens long?

Well, yes it is actually (physically at least). You see, you've forgotten that extra dimension – time! Take a look at the big stack of tiny rectangular blocks at the top of the screen. The bottom line represents the five screens of the game, but look upwards and each additional level of blocks represents those same five screens, but at progressive periods throughout Earth's history. The bottom level (you can see a little light on one of the blocks here, indicating that this is where we are now) is the Prehistoric Era, the one above is the Ice Age, above that is the Stone Age, there's the Iron Age and finally the present day.

To complete the game (and listen carefully here, because this is another bit you might find quite tricky to get your minds around) you have to solve one major puzzle in each time zone, which may in itself involve solving a couple of smaller, minor problems as well. Get it right and in some way you'll have manipulated the age you are in so that it develops into the next stage of Earth's development.

And so it goes on – create the Ice Age and you'll be able to walk around in two levels of the game (flicking between them at will) as you work towards creating the third age. You may need to do something in the Prehistoric Age, say plant a tree, so that you'll be able to make some use of the subsequent wood you'll get in the next time zone. Or you may need to bring something from the Prehistoric Age into the Ice Age in order to turn the Ice Age into the Stone Age (phew) or whatever.



Iron Age man has yet to discover a major energy source – can you help?

Understand? Well, you'd better – this whole game is turning out to be absolute murder to explain. (Why didn't I make somebody else do it?)

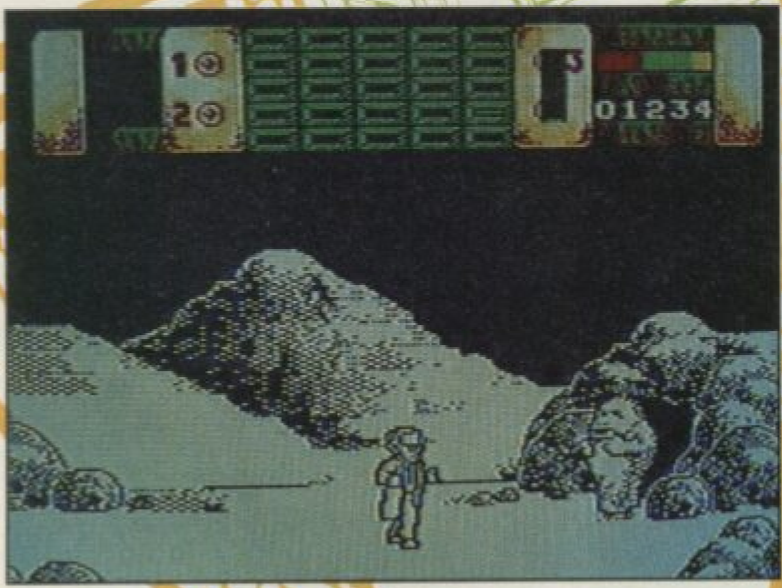
It's not as easy as all that though!

Oh no, just to make things extra tricky you have to keep nipping back into the past all the time to make sure that each previous age is on a reasonably secure footing. Should the Ice Age show signs of thawing out for instance then you'll have to nip back and re-freeze it in some way – nothing can exist without the time zones that came before it you see, so let one erode and all the subsequent ones will come toppling down like a stack of cards again. All clear? (No, I didn't think so.) Let's go for a practical explanation, shall we?

The Practical Explanation

Right, here we are at the beginning of the game, trapped in the Prehistoric Age. Walk around our five screens and we find a river – it's possible to wade across, but it eats up our energy like nobody's business, so we'll have to find a better way, eh? What else is there? Well, there seem to be plenty of massive boulders littering the ground – when we walk past them they appear in the little window at the top-left of the screen, indicating that we can pick them up and do something with them. They might be vital to our task, or they might be a bit of a red herring. (But which?)

In addition, there are some rather hopeless-looking little mammals running around, a horrible giant Yeti creature which knocks great wads of energy off you if you touch him (and will gobble up the mammals given half a chance), some eggs, some apples, and some sort of volcanic holes in the ground through which lava keeps erupting. (There aren't many people around though, mainly because they haven't evolved yet.)



Though *The Time Machine* isn't a beat-'em-up there are a couple of sequences that could almost be called fight scenes. Our time-travelling hero comes equipped with a beam weapon (it almost looks like a torch beam or plant sprayer when he fires it). This he can use in short bursts (say, to stun the smaller mammals so he can pick them up) or longer bursts (to drive off the Yeti, kill cavemen, blow up things that need blowing up and so on). One spectacular sequence in a later time zone features a giant Goliath type who guards the bridge that's sprung up over the river. It has to be said that this stuff isn't any major part of the gameplay or anything, just one more puzzle out of loads of others to be worked out and solved.

Clueless about what to do? (Me too.) Well, let's think it through. We know that we've got to start the new Ice Age to get to the next level, but we also know that we've got to allow man to survive and develop so there'll be people around when we finally get back to 1990 (or whenever). Hmm. So we've got to lower the temperature on these five screens I guess, and the obvious way to do that would be to block off the heat coming out of those volcanic holes. Picking up the rocks and dropping them on the holes should do it.

Fair enough, but now all the little mammals are freezing to death, aren't they? We've got to find some way to keep them warm (and safe from the Yeti) so they can sit out the Ice Age and evolve into little cave people in time for the next level. Perhaps if we feed the Yeti some apples he won't be hungry anymore and will leave them alone, and as for the coldness problem...? Well, you're going to have to work that one out for yourselves.

Back to the boys...

Phew! After all that let's go check out Raf and Mev again (two of the most unlikely sounding names in the history of the world, eh, Spec-chums?) and ask them a couple of pertinent questions. Erm, guys, don't you think there's a danger that all these puzzles might be a bit hard for us stupid people to work out?

Mev: *Well, the game's been changing and evolving since we first came up with the idea, and one of the big problems has been trying to make it challenging enough to be interesting, but not so impossibly hard that most people would just give up the ghost. It's like* Last Ninja II *or* Hammerfist *(Mev worked on the* Last Ninja *games for System 3) – we thought they'd be really tricky, but we kept getting calls (or rather Activision did) from people who'd completed those games almost as soon as they hit the streets, so what can you do?*

One way we've tried to make it a bit less difficult is to put that little window at the top of the screen to



You'd better dodge those fireballs! (But think – could they prove useful?)

show you which things you can pick up or whatever – hopefully that'll be enough of a hint to set you off in the right direction. We'll probably print a couple of tips in the manual to get you started too.

Any great problems with the programming, Raf?

Raf: *Um, yes, some. The worst one I guess is that since you're constantly flipping back and forth between the time zones the game can't be a multiload – everything has to go in in one big chunk. And since we had to get everything into 48K there were some bad cramming problems.*

The other difficulties came from either the puzzles being too complicated or too easy, someone coming up with a better idea for some part of the game that we had to incorporate or whatever. We kept spotting obvious logical faults in the whole concept of the game too. That's the problem with this time travel stuff – you keep coming across loads of new paradoxes in what you've done. Hopefully it all makes sense now (more or less).

Thanks, guys. So you're fairly close to completion with this. Any ideas as to what'll be next?

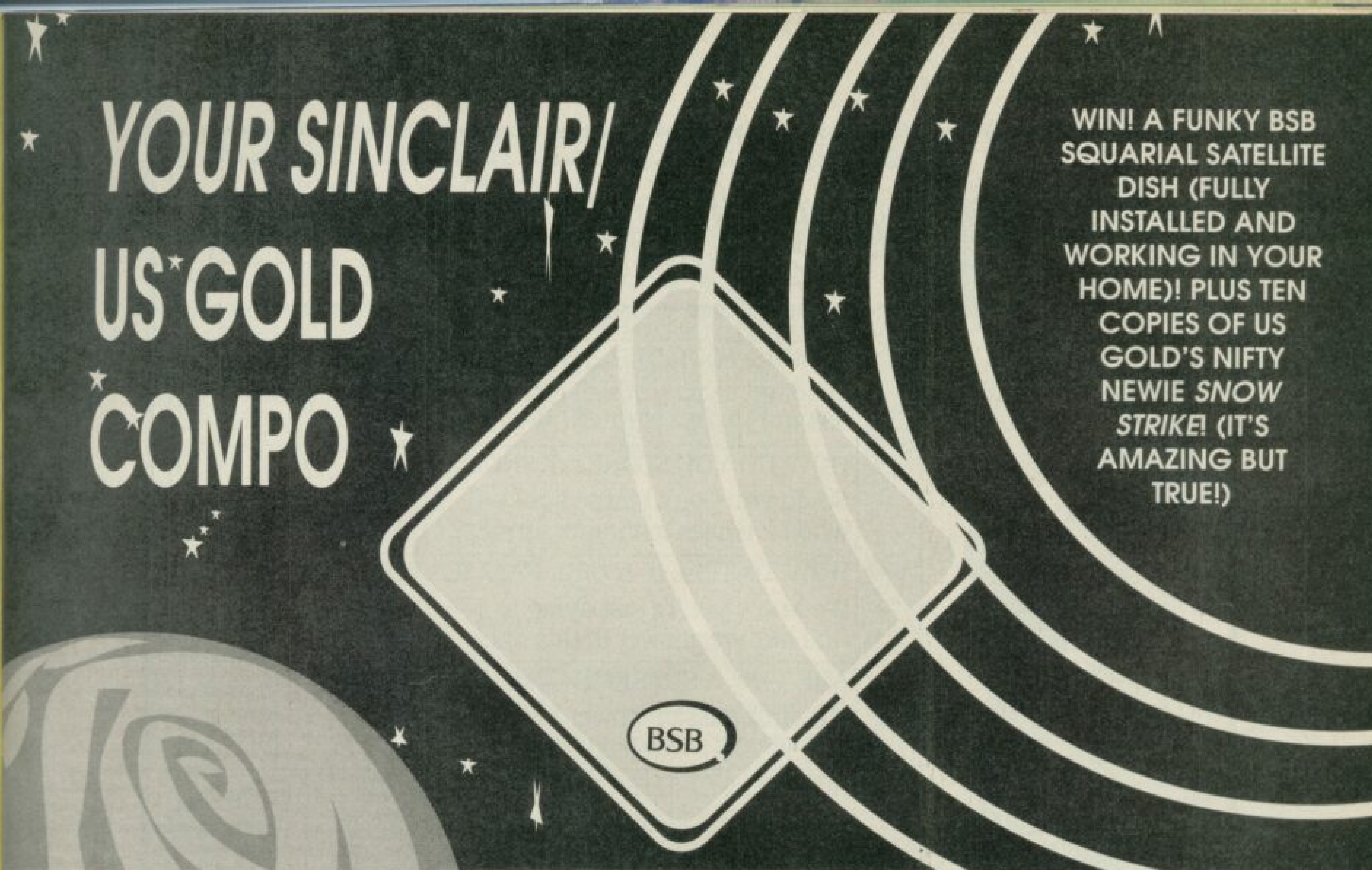
Raf: *A-ha! You're going to have to get your crystal ball out for that I'm afraid!*

Mev: *Only time will tell! (Ha ha!)*

(Oh dear.)

FAX BOX

Game	*The Time Machine*
Publisher	Vivid Image
Programmer	Raf Cecco
Price	to be confirmed
Release date	September



YOUR SINCLAIR/ US GOLD COMPO

WIN! A FUNKY BSB SQUARIAL SATELLITE DISH (FULLY INSTALLED AND WORKING IN YOUR HOME)! PLUS TEN COPIES OF US GOLD'S NIFTY NEWIE *SNOW STRIKE*! (IT'S AMAZING BUT TRUE!)

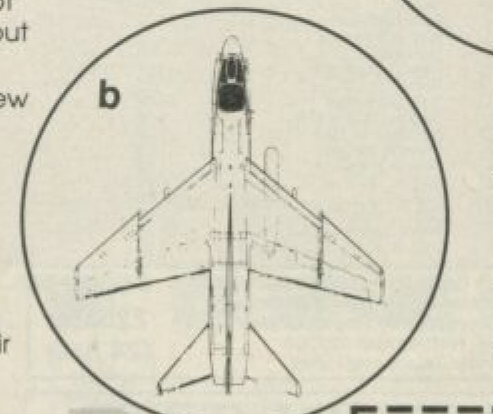
***Snow Strike* – what's it all about, eh?** Aeroplanes, that's what, sunshine – and oodles of the pesky little things too! It's a very unusual flight sim/shoot-'em-up cross-breed, with 3D vector graphic land targets and enemy aircraft made up of sprites. Spooky, eh? To learn more, why not check out our full Megapreview on page 70? You'll be glad you did!

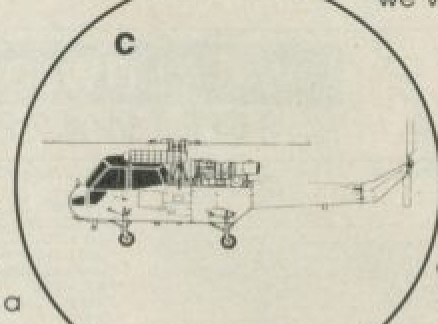


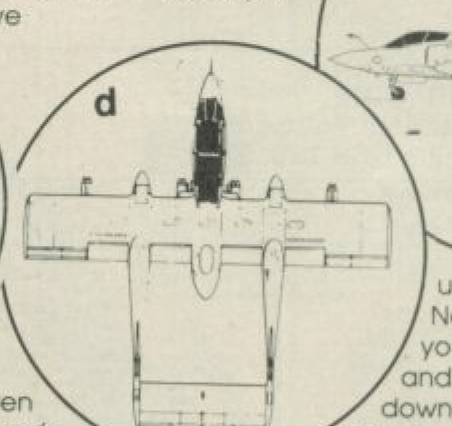
So what can I win, matey?
Only your very own BSB squarial, that's what, fitted and installed in your home and all ready to pick up their five satellite TV channels. There's the Sports Channel, with 12 hours a day of sports news, coverage of major events and so on, Galaxy – The Entertainment Channel, packed full of comedy and drama shows, The Power Station, with pop vids and music interviews galore, and Now – The Channel For Living, with its documentaries, news, classical music and so on. There's also the Movie Channel, packed with brand new films (though that'll cost you an extra £10 a month to subscribe).

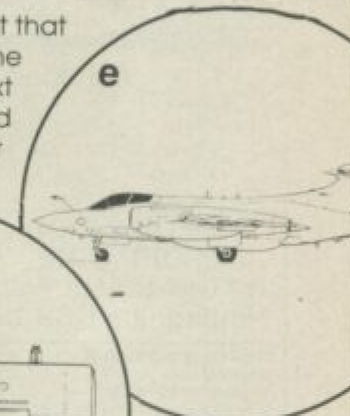
Ten runners up needn't go away disappointed though – they'll each get their own copy of *Snow Strike* to take home and treasure. Worra giveaway!!

Okay dokey. Now what?
Right – so I guess you'd like to know how you get a chance to win, eh? Well, it's easy – it's plane identification time, folks. Just take a gander at the little line drawings of aeroplanes we've got dotted about on this page. All very nice and pretty, aren't they, but – oh no! – we've forgotten to say which one's which! (Bet you can work out what you've got to do now, eh, Spec-chums?) That's right, it's your job to tell us what they all are! Just jot the name of each plane down in the space provided on the coupon below – for instance, if you think plane a) is an F16 Fighting Falcon put that down in the space next to a) – and Bob's your uncle! Now jot your name and address down on the coupon, stick it to the back of a post card and send it off to *Is It A Bird, Is It A Pl... (Splat!) ...Mmm. Right First Time* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. Oh, and it'd be nice to receive it before August 31st as well, if that's not too much trouble.









RULES
- Pilots from the US Gold and Future Publishing air forces had better steer clear of this compo's air space, or they'll get a Sidewinder up the bottom!
- Last take-off is on August 31st, so you'd best be chocks away by then.
- Matt's the Air Vice Marshal for this one, so you'd better think twice before you start arguing with him!

A-ha! I know my planes! And they are...

a) ....
b) ....
c) ....
d) ....
e) ....

My name is..
And I live at..
....
....
Zip code..

Okay, here are the planes to choose from...
- F-111 Raven
- Sea Harrier FRS Mk1
- S.2B Buccaneer
- Westland Wasp
- A-3B Skywarrior
- F-16 Fighting Falcon
- E-2 Hawkeye
- C-130 Hercules
- BA Nimrod
- F-4 Phantom
- B-2A Stealth Bomber
- OV-10 Bronco
- A-7 Corsair
- Avro Shackleton
- GR.Mk1 Tornado
- F1 Mirage
- B-52 Stratofortress

THE COMPLETE YS GUIDE TO SHOOT-'EM-UPS

PART 2

Well, maybe not 'complete' but at seven mega-wopping pages who's complaining? MATT BIELBY picks up the pieces from last month (and quite a nasty little mess it was too)...

Shoot-'em-ups, eh? They get bloomin' everywhere, don't they? Every issue (just about) we seem to review two or three new ones, which we can broadly split up into two categories. For a start there are the flying-along-in-a-weedy-little-spaceship-shooting-things ones (which we dealt with last month), and then, of course, there are the walking-along-shooting-things ones – the real men's games! And guess which we're looking at this ish? That's right, the real men's games!

Phew! All I can say is it's a good job we're not counting every single game with a gun in it as a shoot-'em-up or we'd be here all blooming night! Even so, there are an awful lot of them about, so in the interests of getting this mega-massive subject over with in a stingy five pages we've not only a) split the thing in two (so we had the first half last issue), but we've also b) dispensed with the traditional list of 'every so-and-so ever invented' – it'd take up all the space on its own! Oh yes, and c) we've also been pretty strict about what we're counting as a shoot-'em-up.

It's a difficult division to make though – a couple of the games we're going to talk about in these pages could arguably be described as arcade adventures I suppose (the line between these and shoot-'em-ups is notoriously wobbly), but on the whole I've limited things to games where the actual 'shooting up' of one or more people (or robots or aliens or whatever) is clearly the most important part of the gameplay. So does everyone understand what's going on here? (Good, 'cos I'm not sure that I do.) Let's get on with the show then, shall we?

So what's the big difference between a shoot-'em-up and an arcade adventure?

Um, ah, um... Not too clear on this one actually. With little spaceship games it's easy – just about anything with a little spaceship in it can safely be called a shoot-'em-up – but introduce people (or whatever) to the equation and things get a bit more tricky to define. I mean, take the kiwis out of *The New Zealand Story*, add some little Rambo types, and what does it become? (I'm not sure actually, but it's not just a cutsie platform-and-ladders game anymore, even though there'd still be loads of platforms and ladders left in it of course).

I suppose then what we are talking about here are, firstly, games where the wiping-out of baddies is more or less the be-all-and-end-all of the gameplay and, secondly, games where the heroes are real Rambo types (more or less). To at least some degree it's all to do with how a game is packaged and presented – if the sprites are about six foot five, packed with muscle and hauling 16 machine guns, two rocket launchers, three flame throwers and a cuddly toy (optional) the game's going to appear much more as an SEU (quasi-technical way of saying 'shoot-'em-up') than if it's full of fluffy little cuddly things. (All these Schwarzenegger types though, it'd be enough to make any less macho chap feel a bit inadequate, I should think – not that I'd know of course, ho ho.)

Anyway, as with the little spaceship games, these macho things come in a handful of main types, which go something like this... (Well, what are you waiting for? Hurry up and turn the page over!)

The First Ever Little-Men-Shooting-Each-Other Shoot-'Em-Up

Trying to suss out this one is going to be a bit of an impossible task I'm afraid. As with most of these things it's bound to have been some crappy Basic program 'heavily influenced' by an early arcade game and printed in listings form in one of the first computer mags (early '83 probably). Flipping back to the first-ever copy of *Your Spectrum* (Jan '84) we find *Wild West Hero* from long-forgotten Timescape – a tiny little cowboy wandering around the screen and blasting away as the baddy gang close in. It's a shoot-'em-up all right, and certainly looks crap enough to have been the first, but of course there's no possible way it can have been. Still, it's the first I can find, so I s'pose it'll do as well as anything. Yes folks, the first Sinclair Spectrum shoot-'em-up was *Wild West Hero* by Timescape – it's official!

Moving forward in time a bit we find another significant and historic game (and one featured on the very first cover of *YS*!) – yes, it's *Commando*, an excellent little blaster that was incredibly influential in its day and still holds up quite well. Hurrah for the great grand-daddy of the modern shoot-'em-up!



RATINGS

In the great tradition of '*YS* Guides To...' we've come up with a special, mega-macho ratings system for all these rock 'ard games. It all goes something like this...

Macho Factor
Basically, how hunky is our hero and how big's his gun? These two are quite possibly THE most important things to bear in mind – I mean who could possibly take seriously a wimpy, slouching little hero, and as for the weapon, well, despite what anyone might have told you, size IS the most important thing of all!

Explosiveness
There's not much point in shooting anything if it doesn't explode in a spectacular, colourful and generally very loud fashion is there? (No, there isn't.) So if you see a low mark here you can bet your bottom dollar these pathetic little puffs of smoke couldn't even burst their way out of a paper bag. Crap.

Shop 'Til They Drop
You're going to get pretty bored blasting everything with the same weapon, aren't you (no matter how big it is)? So don't you think it'd be rather a nice idea if along the way we could collect some rocket-powered grenades, ground-to-air missiles, mortars and flame throwers, eh? (Yes, it would.)

Rebel Death Scumbag Factor
Do you have to keep blasting your firepower at the same boring bunch of bandits and the occasional bush all the time, or are there big ones, small ones, fat ones, thin ones (and a few helicopters, fighter jets, tanks, boats and so on thrown in for good measure)?

SHOOTING GALLERY

Or *Operation Wolf* style, as nearly everybody seems to call them these days. This is the sort of game where you view the action from a first-person perspective, as if you really were in the thick of it – you never see the hero of these games at all, because (of course) the hero is you.

Fairly obviously a direct descendent of clay pigeon shooting or blasting away at the ducks down your local fair, the big difference between the computer version and 'real life' is that the bullets always go exactly where you place the cursor/gunsights on-screen. In other words, it's less a test of aiming at what you want to hit than of pure reactions – the winner is the guy who can move his gunsight around screen to the correct targets the quickest.

Although these games do tend to be incredibly popular – from *Ops Wolf* and *Thunderbolt* to such bargain *YS* Smash Tape freebies as *A Nightmare On Robinson Street* and last month's *YS Capers* – they do tend to have one very slight problem (as do all shoot-'em-ups, actually). And the problem is? Well, simply that they can be very samey indeed – once you've shot one screen full of tanks, helicopters and little soldier chappies (but avoided all the nurses who'll lose you points if you don't) you've shot 'em all.

A few games (*Cabal* springs to mind) vary things a bit though by actually including your character on-screen (most often down at the bottom somewhere with his back to us). Not that they're that much different of course – despite their presentation the gameplay remains essentially the same.



Ping... ping ... ping ping ping. Sitting ducks miss their train in *The Untouchables.*

SHORTS

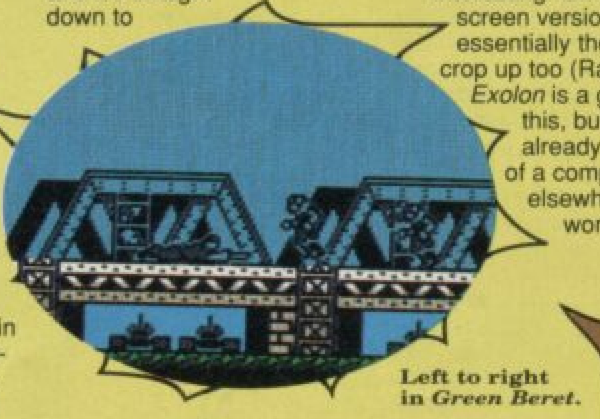
Alien Syndrome
ACE

Colourful but rather empty-feeling two-player blaster in the *Gauntlet* mould, though with much more detailed and three-dimensional sprites. (They're still tiny though.) Your job is to run around a massive lab complex collecting weapons, shooting squishy, sausage-like aliens and rescuing trapped scientists. (All in a day's work really, though it has to be said the whole shenanakins are about three times as exciting in two-player mode.)



HORIZONTAL SCROLLERS

One of the most common forms, and the one that's always getting confused with arcade adventures and so on, these little-man-running-along-blasting-things crop up all the blooming time. Occasionally one or more platform(s) will be added to make things more interesting (the game might even scroll upwards as well if this happens), or the screen will be drawn in what is referred to as 3D (though it's not really) where you can see the ground in perspective as opposed to slab-side on. (*Robocop* is slab-side, *Predator* is 3D, for those who can't tell the difference.) Otherwise things vary very little, and it's straight down to the skills of the programmer and graphic artist to make things interesting. On occasion a flip-screen version of what is essentially the same thing will crop up too (Raf Cecco's *Exolon* is a good example of this, but since it's already reviewed as part of a compilation elsewhere in this issue I won't dwell on it).



Left to right in *Green Beret.*

Roadblaster
US Gold

For some reason there was a rash of these gun-equipped car jobbies in the first half of last year, and to be honest none of them were much cop. US Gold put you up against mines, roadside bunkers and oodles of enemy cars in its effort (pretty much as you'd expect), though the fixed cannon means you have to point your car directly at anything you want to hit – not the easiest of tasks. Pretty simple, pretty uninspiring really. Ho hum.



VERTICAL SCROLLERS

Like *Commando, Ikari Warriors,* or *Fernandez Must Die* (our Smash Tape game from a couple of issues back) this is the third way of doing it. As you might expect, you have to wander up the screen, diving behind rocks, shooting everything that gets thrown at you and, um, that's about it really (except that your main sprite isn't very interesting because all you can generally see of him is the top of his head). Oh well.

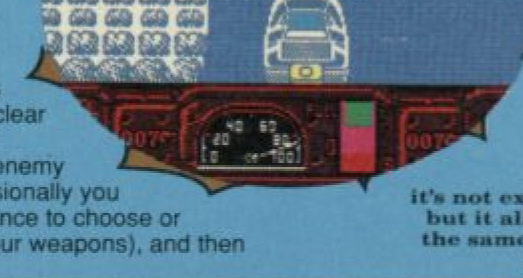


Blimmin' 'eck! Vertigo or what!? Where's that pesky Fernadez bloke then? Come out, come out, wherever you are!

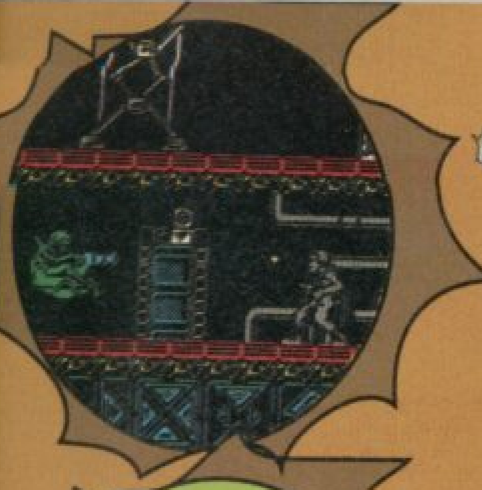
THE '*OUTRUN*-WITH-GUNS' DRIVING GAME

A bit of an oddity this – there was a rash of them last year (games like *Overlander, Road Blasters* and so on, as well as boat variations like *Live And Let Die*), but they hardly fit comfortably into either of our two main categories of little man or little aeroplane games. Still, they're definitely shoot-'em-ups, so we had to include them somewhere.

What happens is that you get your typical rolling-road race game set up (usually not a particularly good one, I regret to say) spiced up with the addition of a bit of shooting. Your central car sprite comes equipped with oodles of guns to clear the road of oncoming enemy cars (occasionally you get the chance to choose or upgrade your weapons), and then it's a case of driving straight at them *Mad Max* style, blasting away with both barrels. Unfortunately though the built-in weapons can usually only be brought to bear by directly pointing your car in the direction of whatever it is you want to hit, resulting in some ungainly slewing sideways across the road. Of course, some people swear by these games (and some people swear at them) but looking back on them now (nobody seems to be producing them anymore) on the whole they seem very one-note and dull.

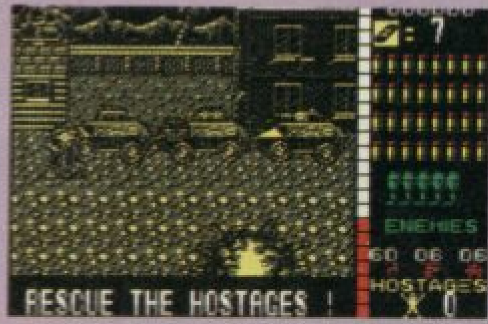


Live And Let Die. (Well okay, so it's not exactly a car, but it all works out the same at the end of the day.)

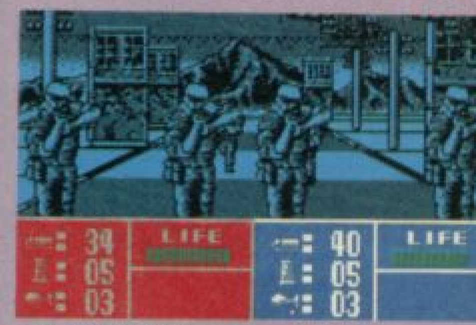


Obliterator
Psygnosis
Giant, highly mappable runaround that looks better than it plays. You have to lollop along the corridors of a dying spaceship looking for spare parts with which to fix your shuttle (and thus escape) while taking on oodles of impressive-looking but hardly-animated-at-all aliens. An unusual icon-controlled control system works well, but generally it's pretty repetitive stuff.

OPERATION WOLF & OPERATION THUNDERBOLT .... Ocean



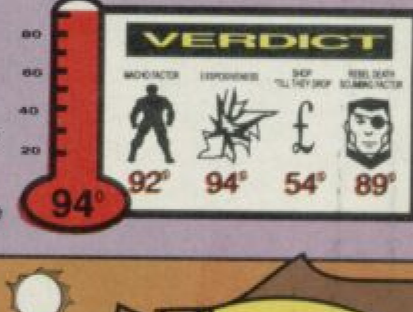
Better with gunsight...?



... Or without?

Arguably the real biggies, this pair more or less cleaned up over the last couple of Christmases, and it's not too difficult to see why. *(Why? Reader's voice)* Well, for a start they were based on two of the most successful coin-ops of recent times, and, for another start, the gameplay (an update of that old shooting gallery idea where you have to pop off anyone and everything that appears on the screen – except for the few good guys thrown in as red herrings) can be picked up in a jiffy by just about anyone. And for a third and final start, the Spectrum versions were particularly well-presented and playable. They're both in lousy monochrome, it's true (though the big sprites mean there's little danger of anything getting lost on-screen) and pretty repetitive (but then with this sort of game you pretty much know what you're getting from word go anyway), but mighty playable all the same.

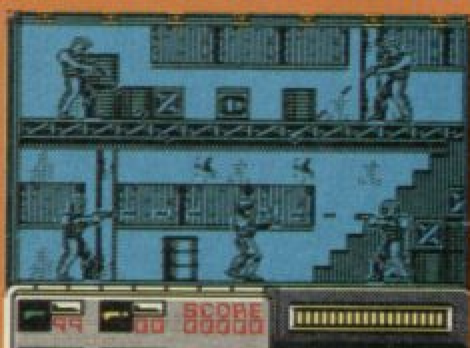
And the difference between them? Well, *Op Wolf* is the original (and might even be available on budget sometime fairly soon, though don't hold your breath) and can easily be identified by the fact that there's an easy-to-see cursor floating about in the middle of the screen so you can tell where you're shooting. *Thunderbolt*, on the other hand, has the happy addition of a two-player option but suffers from the funny little quirk that you have to pick up your cursor as an extra add-on weapon, meaning that for half the game you're just guessing where the bullets are going by simply seeing who's falling over and dying and who isn't. Some people actually claim to prefer this, but I can't for the life of me see why – you pays yer money and you takes yer choice basically.



ROBOCOP .... Ocean

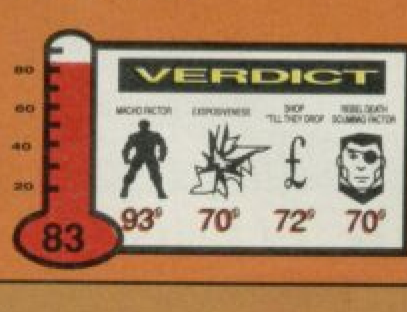
Well, what can you say about the biggest-selling Speccy game ever? It was number one for an unfeasible (and record-breaking) length of time, and is still riding high in the charts even as I write, a good year and a half after it first came out. Astounding.

So why did it do so well? Can it really be that good? Well, not really. There's nothing actually wrong with the game itself, but honestly (and I'm writing this for the mere handful of people who've never seen it) it's pretty standard stuff, isn't it? Most of the levels are your familiar monochrome sideways-scrolling stuff, with a few platforms, baddies leaning out of windows and so on thrown in for good measure. Graphics are crisp, gameplay fast and frantic (as should be expected) but there's nothing particularly innovative about any of it. Basically, it's just like a souped-up *Rolling Thunder* or something, and, as such, slightly disappointing (but only because its reputation is so strong).



Ten seconds to comply...

Thankfully we do get a bit of variety thrown in here and there to spice things up a bit though. For instance, Level Two is an *Op Wolf* style blaster based on the famous bit in the film where Robo has to shoot a villain through his hostage's skirt (if you remember that), while Level Four is a sort of puzzle thing with a photofit machine, where your task is to try and identify the chief baddy. *Robocop* is just about as ideal a subject for a film licence conversion as you could possibly hope for (lots of nice violence, you see, and a good strong central character) and the computer game has obviously rode to success on the coat tails of the film and (especially) the video's popularity. It's nice to see that Ocean managed to come up with something that captured the flavour of the movie, but personally I reckon they've done even better lately, with both *Batman* and *The Untouchables* – more characterful efforts than this one. Still, there's no arguing with those sales figures, is there?





Chicago '30s
US Gold
An interesting little item, predating *The Untouchables* by a good six months, this little run-around, jump-on-crates, dodge-cars gangster epic is brilliantly presented (everything takes place on a cinema screen framed by curtains, and as you lose lives members of the audience walk out of the cinema in disgust until there are none left!) but ultimately it's pretty thin and samey. A bit of an oddity really.



Xybots
Tengen (Domark)
One of the first of Domark's Tengen conversions (and the first good one, ho ho), *Xybots* is one of those unpretentious two-player runaround jobbies, almost like *Gauntlet* but viewed very differently – the top half of the screen contains a map and the bottom divides into two windows through which each player sees his view of the action. No spectacular graphics (3D monochrome with very small windows) but it's very playable nonetheless.

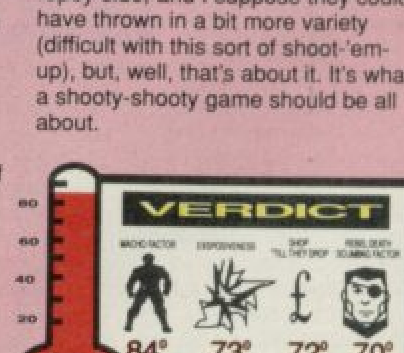
IKARI WARRIORS .... Elite

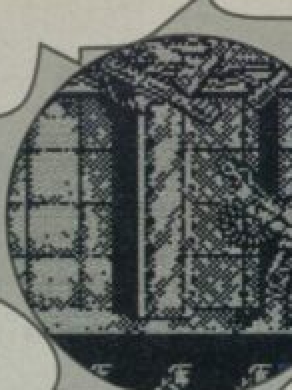
This is more or less the sequel to *Commando*, your archetypal vertically-scrolling walk-around-the-jungle-a-bit-and-blow-people-to-pieces jobbie, packed to the brim with action (readers of last month's mag will know what I'm talking about – we gave away *Fernandez Must Die*, another version of more or less the same game with it). *Ikari Warriors* is made up of largely monochrome backdrops with big, cartoony sprites (more or less the norm with this sort of thing), but the scrolling's smooth, there's a two-player option and an agreeable pace to the action. Ambush an enemy tank and you get to cause some extra damage for a bit (but don't try and cross a river in one though – it'll sink!).



No time for a skinny dip (unless that is you want to munched for lunch by a pesky shark).

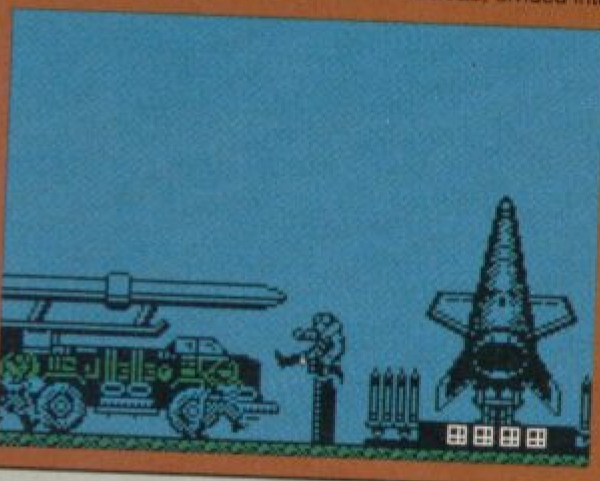
So what's wrong with it? Well, not too much, I have to admit – the graphics are only occasionally on the ropey side, and I suppose they could have thrown in a bit more variety (difficult with this sort of shoot-'em-up), but, well, that's about it. It's what a shooty-shooty game should be all about.





GREEN BERET .... Imagine

Another oldie, and just about *the* classic horizontally-scrolling blaster, *Green Beret* (or *Green Bert* as he soon became know in *YS* circles) is an extremely playable *Rambo* retread, divided into four different sections. Armed initially with only a knife, Bert soon collects flame throwers, grenades, rocket launchers and so on as he bounces along shooting people (for such a Rambo type he's a very rubbery little chappy, this one). It's very fast, pretty tricky and has a nice platform-and-ladders element to give it variety too – a bit of a winner all round really, and an ex-*YS* Hotshot to boot (that's sort of like a Megagame but, erm, not quite).



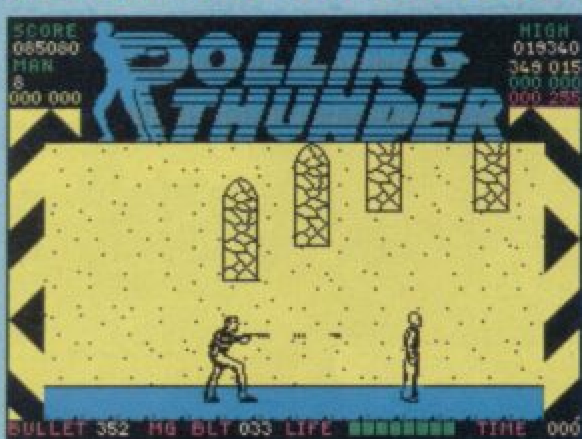
Ooh, goody goody – a rocket launcher! Vive la Cold War!

VERDICT
Macho Factor 78° | Explosiveness 86° | Shop 'Til They Drop £ 76° | Rebel Death Scumbag Factor 88° | 88°

After The War
Dinamic
Another Dinamic shoot-'em-up with massive sprites and typically detailed graphics (in mono this time though), the main difference being that it's less difficult to complete. Notable for some particularly violent action featuring ceiling-crawling robots, ED 209 lookalikes (from *Robocop*) and the biggest handgun this side of *Aliens*. Rather snazzy, all in all.



ROLLING THUNDER .... US Gold



Mmm, seems our undercover cop needs a bit of target practice. I'd hate to think how much those windows are going to cost to replace!

Another US Gold Megagame from '88, this was a largely monochrome scrolling coin-op conversion with the action mainly taking place on two levels – the ground and an overhead catwalk affair. The whole concept is very James Bond-ish – you play a Rolling Thunder Undercover Police agent on a mission to penetrate the underground fortress of arch-villain Geldra, rescue some hostages and kill him. (All in a day's work really.) There are five basic levels, though for some spooky reason you have to go through the whole lot twice (with extra traps and baddies added the second time) before you reach Geldra at the end game. The sprites are fairly small and skinny (but well animated), controls are neat (though jumping onto platforms can be tricky), and the whole thing is pretty bloomin' hard. I didn't like it that much when I first saw it, but I've warmed to it since. It's certainly made this sort of platform shoot-'em-up pretty easy to describe – you just say the game is "*Rolling Thunder*-ish".

VERDICT
Macho Factor 73° | Explosiveness 70° | Shop 'Til They Drop £ 71° | Rebel Death Scumbag Factor 73° | 74°

DAN DARE I, II & III .... Virgin

What a completely skillo trio of games! Half shoot-'em-up, half arcade adventure, each flip-screen extravaganza set new standards graphically for its time, and turned out to be very playable indeed. *Dan Dare III* (out only a few months ago) is perhaps a little easy to complete, but the graphics are easily amongst the best ever seen on the Speccy, with the little jet-pack-equipped Dan and giant Mekon sprites being especially faithful to the comic originals (not so sure about the other baddies though!). And the bouncing bombs and so on are amongst the most spectacular and fun-to-use weapons ever too!

Dan Dare II ('88), which features a similar sort of gameplay (only this time Dan rides around on a little jet bike) is only marginally less colourful, just as lovingly crafted and perhaps even more involving to play. Lots of traps to avoid, loads of extra weapons and energy to collect, and oodles of baddies to dodge – it's all a bit wizard really. *DD II* even offers you an extra-special option to let you play the Mekon, taking on a computer-controlled Dan (though this is an incredibly difficult way to play the game)! Even the original *Dan* was a pretty playable and graphically impressive little concoction (for the time, at least). Dan Dare – what a hero!

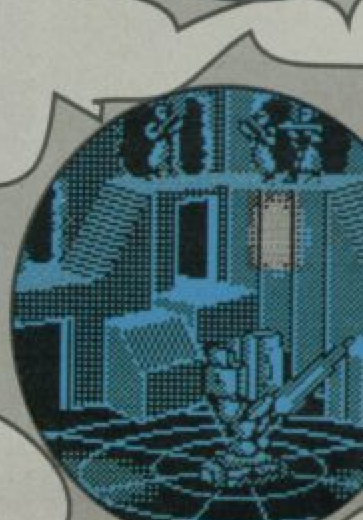




Above, *DD II*; right, *DD III*.

VERDICT
Macho Factor 86° | Explosiveness 94° | Shop 'Til They Drop £ 92° | Rebel Death Scumbag Factor 87° | 87°

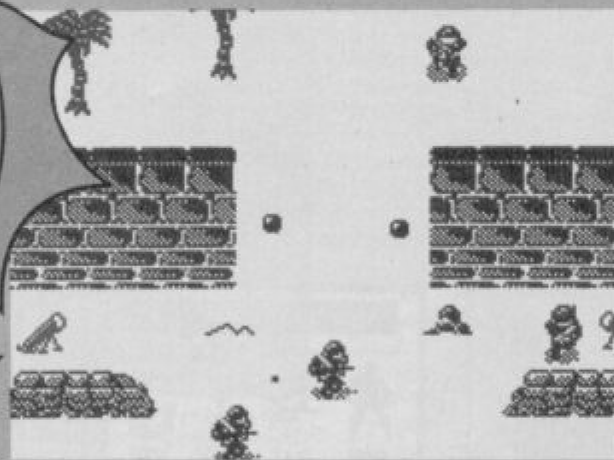
Moonwalker
US Gold
Not a great game by any means (but then, not half as bad as it could have been), this is included mainly because it shows how even the most ludicrously inappropriate licence can be made to work – by simply turning it into a shoot-'em-up! A multi-level, multiload extravaganza, it features a remarkable degree of violence for squeaky-clean Michael, with eight-way scrolling *Gauntlet*esque levels where you look down on the action, and horizontal scrollers slightly more in the *Op Wolf* mould. Weird.



Predator
Activision
Great graphics and a nice pre-game animated sequence, but this combined beat-'em-up/shoot-'em-up can be very tricky to get to grips with. You play a neat Arnie sprite, yomping around a horizontally-scrolling jungle, wasting oodles of enemy soldiers and confronting the occasional giant space alien, as in the film. The only problem is sometimes you seem to do well, other times you die almost immediately, and there's zilch you can do about it. An odd experience.

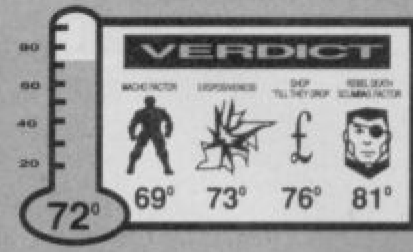


COMMANDO .... Elite



Miles of golden sand and palm trees – the perfect holiday retreat!

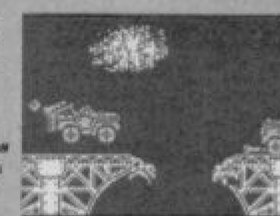
The big arcade hit of '85 became the big Christmas hit on the Speccy the same year, and it's a fair measure of its popularity that people still say "that looks a bit *Commando*-ish". Today the game seems simple in the extreme. It's a big vertical scroller with tiny sprites wandering up a yellow field littered with walls, trucks and lumps of rock to hide behind. And that's about it – there are unlimited bullets and lots of grenades to use, and everything is very faithful to the simple but addictive (and very influential) original. If you don't mind all that yellow it still holds up pretty well.



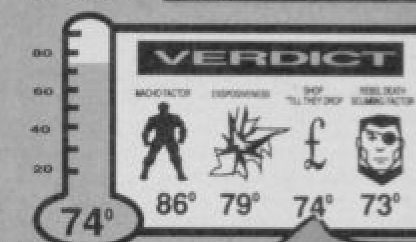
ARMY MOVES & NAVY MOVES .... Dinamic

There's one thing you have to say about Dinamic games – they're hard. Ridiculously, frustratingly hard. *Army Moves* is all about driving a little jeep and shooting things, then driving a little helicopter and shooting things, then running around a swamp on foot shooting some more things – and it's hard. *Navy Moves* (the sequel) is about driving a little rubber dinghy and shooting things, then scuba-diving along and shooting things, then running around a platform-and-laddery submarine shooting things. And it's hard too. Nine out of ten people give up before they get past the third screen, but the tenth person (who's made of sterner stuff than the rest of us) perseveres, and usually comes out of it saying it's the greatest game he (or she's) played in months. Which sort are you?





Left, *Navy Moves* – watch out for those mines! Right, *Army Moves* – er, watch out for that hole!



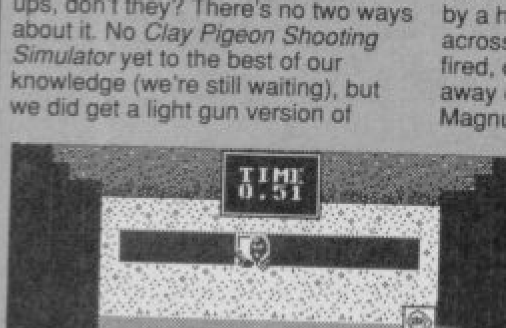




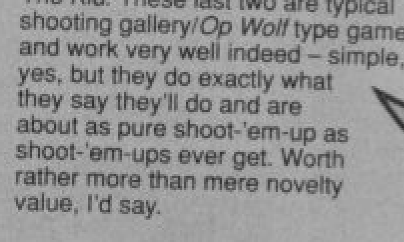
.... LIGHT GUN GAMES ....

It makes sense really – light gun games just have to be shoot-'em-ups, don't they? There's no two ways about it. No *Clay Pigeon Shooting Simulator* yet to the best of our knowledge (we're still waiting), but we did get a light gun version of *Operation Wolf* which is the next best thing (except that it was marred by a horrible white bar flashing across the screen each time you fired, of course). Other delights given away originally with the Sinclair Magnum Light Phaser included *Missile Ground Zero* (a light gun version of that ancient arcade hit *Missile Command*), *Solar Invasion* (a space shoot-'em-up), *Rookie* (a shooting gallery game along the lines of what you've probably played at the fair), *Bullseye* (darts, of course) and *Robot Attack* (a primitive platform game).

The rival Cheetah weapon had a selection of CodeMasters goodies on show – *Jungle Warfare* (an *Op Wolf* clone), *Supercar Trans Am* and *Advanced Pinball Simulator* (two odd games that weren't really shoot-'em-ups at all), *F16 Fighting Falcon* (an *Afterburner* clone), *Bronx Street Cop* and *Billy The Kid*. These last two are typical shooting gallery/*Op Wolf* type games and work very well indeed – simple, yes, but they do exactly what they say they'll do and are about as pure shoot-'em-up as shoot-'em-ups ever get. Worth rather more than mere novelty value, I'd say.

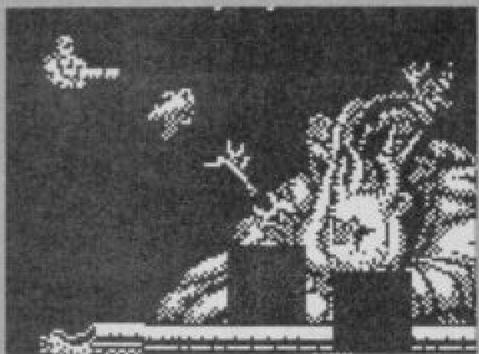


Bronx St Cop – whoops, there goes Gran!



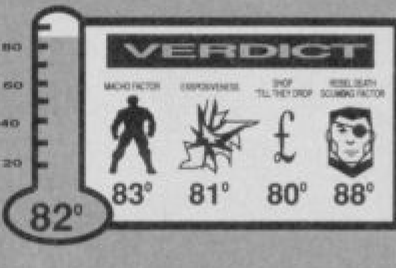
Platoon
Ocean
Now this really is odd – a largely shoot-'em-up conversion of a film which (unlike say *Robocop*) doesn't really lend itself to this treatment. In six multiload sections, incorporating many different types of gameplay (for instance, Level Three with the Vietcong tunnels is a split-screen jobbie with a map to find your way about!), you get to encounter almost every possible Vietnam scenario, from jungle firefights to napalm attacks. Unfortunately it all tends to glorify what the film seemed to condemn, and as such is a bit of a disappointment, especially since the dark graphics often make it fairly tricky to work out just what's going on.

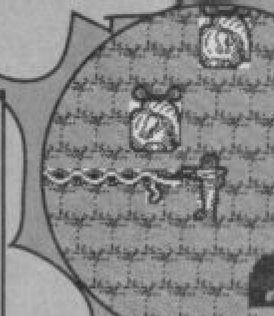
FORGOTTEN WORLDS .... US Gold



Prepare to die, humongous alien haggis thingie!

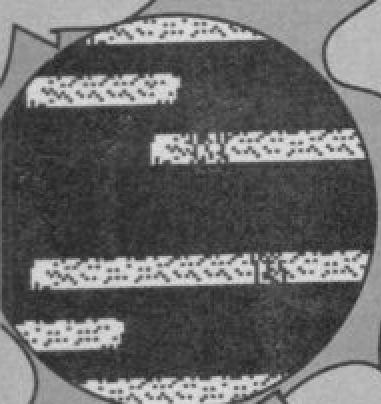
A bit important historically because at the time it came out (mid '89) it was the first really classy Speccy conversion US Gold had done for ages, this fast and flashy Capcom original converted well to our rubber-keyed chum, though perhaps not quite as well as everybody thought it would. I still got the feeling I was slightly out of control half the time and found the 'unusual' control system demanded more getting used to than I was capable of. Still, it's all rather impressive – you play one of two jetpack-equipped chappies (in two-player mode, would you believe) blatting across a crumbling post-apocalyptic landscape, passing all sorts of neat industrial-style stuff along the way – twisted tubing, spinning cog wheels and a bizarre dance of set-squares, protractors and so on. Handy weapon shops crop up along the way ("a quarter-pound of your best four-way lasers please, my good woman") and the whole thing has a very professional feel to it. My only problem is that I often felt a bit out of control, wacked about like a pinball on a giant table. Still, a sterling effort, and deservedly popular.





The Real Ghostbusters
Activision

The *YS* crew's Saturday morning TV treat (though, of course, it's not as good as *Trap Door*), *The Real Ghostbusters* hit the Speccy in the summer of '89. Okay, so the game (a two-player, four-way scrolling blaster using brassy, multicoloured sprites and lumbered with a particularly unwieldy control system) didn't exactly set the world alight, but at least it was (arguably) some improvement on the best-selling, but primitive, original.



Nemesis The Warlock
Martech

Based on the famous *2000 AD* character (of course), Nemesis was a platform-and-ladders shoot-'em-up (with a bit of slash-'em-up thrown in), drawn in particularly glorious monochrome. It was also a Megagame (surely the only time in Martech's history, ho ho) and captured the feeling of the original strip very well, from the gothic-style screen surrounds to the very accurate little sprites themselves. A bit of a corker in fact.

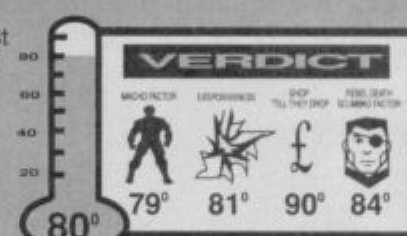
BIONIC COMMANDO .... Go!

This ex-Megagame isn't purely a shoot-'em-up I suppose – like many arcade conversions it has strong elements of a number of genres – but it's close enough to count. What we have here is either a shoot-'em-up with an unusually large platform-and-ladders element to it, or a very fast-playing platformer – the choice is yours. I'm not going to go overboard talking about games like this, but one or two of them can't really be ignored – they're shoot-'em-ups as much as they're anything else, and besides (in this case anyway) they're just too good.



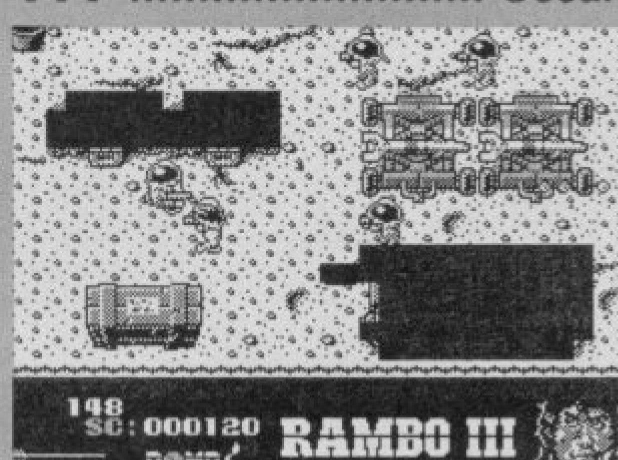
Gentlemen, we have the technology...

So how's it all work? Well, a bit like the most recent *Batman* game actually (which was obviously slightly modelled on this). You play our little hero running around a series of trees, battlements and towers, leaping from platform to platform, swinging on your giant bionic arm (Bat-rope style) to the higher platforms and generally acting the goat. Oh yes, and you shoot lots of people too. Detailed and colourful graphics, a choice of routes to take, a neat gimmick (the bionic arm) and bags of baddies help make a varied and interesting game that's actually a good deal better than 99.9% of straight shoot-'em-ups anyway. A bit of a stonker really.

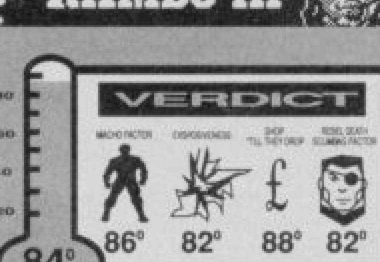


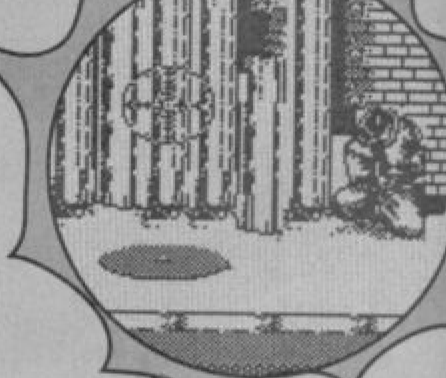
RAMBO & RAMBO III .... Ocean

These could hardly be anything other than shoot-'em-ups, could they? The first (from early '86, and based on the film *Rambo – First Blood Part Two*, explaining the sudden jump to *Rambo III* for what was only the second game) is very much a *Commando* clone, but with a bit more of a thinking element to it. *Rambo* starts slower than the Elite game, and has a bigger, more empty playing area, so the same level of excitement just isn't quite there. *Rambo III* on the other hand (a Christmas '88 release) is very different – an impressive three parter, each section featuring some very different gameplay. The first is a four-way overhead scroller (like a cross between *Commando* and *Gauntlet*) with you, as Sly, dashing around a Russian fort collecting weapons, avoiding infra-red security beams, looking for door keys and shooting guards. Part Two is another overhead scroller, but set outside this time, and featuring grenades, more guards and a bit more action. Finally, the third part is a pretty nifty *Op Wolf* clone with you in charge of a tank making a bid for freedom against what looks like the entire Russian army. Nice graphics, a fair amount of variety, lots of action – what more could you ask for? (It's better than the film anyway.)



John Rambo – he's no big girl's blouse (but he quite likes trying them on from time to time).





Prohibition
Infogrames

Set in 1930s Chicago, this *Operation Wolf* lookalike from the days before they were actually called 'Operation Wolf lookalikes' still plays fairly well. It's largely monochrome, and the scrolling's fairly jerky, but things are kept moving at quite a brisk pace, and it holds a genuine feeling of tension you don't really get in *Wolf*, as you search around each building against the clock, looking for the gunman who's after your blood. Simple but entertaining, and a bit of a winner.

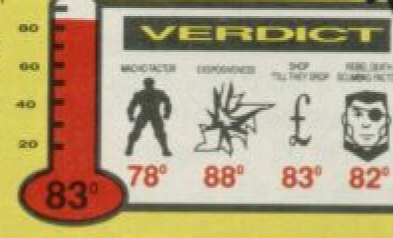
GAUNTLET .... US Gold



Elfs, eh? You'd think they'd be fed up getting gobbled up by ugly nasties all the time. Get yourselves a union, boys!

Calling this a shoot-'em-up seems to be stretching the point somewhat, but then what is it? Well, okay, I guess it's sort of a fantasy role-playing game (you get to choose between four suitably Tolkienesque characters at the beginning), and it's very much an arcade adventure (lots of collecting of potions and so on), but when you actually get down to playing it (especially in the very amusing two-player mode) what does 90% of the gameplay turn out to involve? Yes, it's solid shoot-'em-up action all the way!

The overhead viewpoint, millions of rooms, thousands of simply drawn but menacing baddies and oodles of collectable bits and pieces all add up to one of the most imitated games ever – whether in direct rivals (like Elite's *Dandy*, which actually came out before it if I remember right) or in more recent things like *Xybots* and *Crackdown*, which share the tiny sprites, lots of maze-like rooms and thousands of baddies gameplay. A Megagame then and now, and an all-round classic.



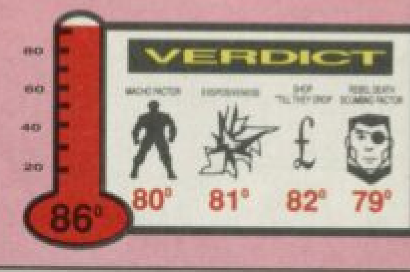


CABAL .... Ocean

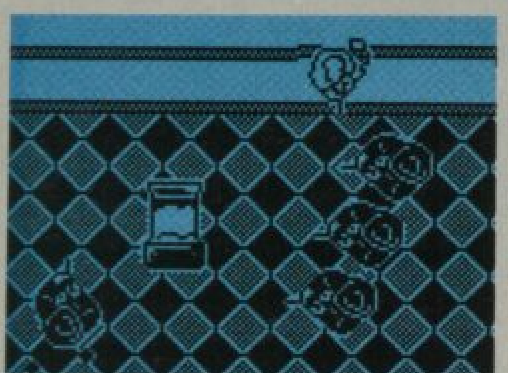
"Like a kiddies' version of *Operation Wolf*," they said about *Cabal*, a copycat coin-op follow-up to the original which probably ended up in more arcades than the (dauntingly oversized) *Operation Thunderbolt* cabinet – or at least, it seemed that way to me. Yes, the game is certainly more cartoony, but for me that *Bionic Commando*-type look and the generous splashings of colour added to the game, and made it an equal to its more famous cousins. *Cabal* plays a bit differently too – it's a flip-screen jobbie for a start, with a whole screen's worth of nasties to be blasted to oblivion before you move onto the next one, rather than the constantly-panning camera effect of *Wolf*. It's just as effective, and earned itself a worthy *YS* Megagame last Christmas. (Oh, and watch out for *Midnight Resistance* too, in a very similar vein and looking like the bee's knees.)



Aw, ain't he cute? Give that lad a rusk!



THE UNTOUCHABLES .... Ocean



Now here's a real brill bit from the film. What about all that slow motion, eh? Cor! (I nearly went and wet my nappies, I did!)

Almost like a giant mega-compilation of different sorts of shoot-'em-up, *The Untouchables* features six multiload levels, each one depicting a different scene from the film. Level One has hundreds of little gangster figures jumping around an eight-way scrolling warehouse scene – the area is quite large (say three screens tall by eight wide) and scrolls around at quite a lick. Level Two is more your *Op Wolf*/*Cabal* lookalike, with your character rolling around the bottom of the screen trying to pick off the baddies (who are hiding behind a couple of trucks). A couple of the other levels (such as the shoot out in the alleyway) are quite *Op Wolf*ish too, but then there's the vertically scrolling railway scene too, and the... But you get the idea (there's a lot to it). The game's all in crystal-clear monochrome and, though each section is perhaps a bit too short to get your teeth into, as both a technical achievement and a film conversion it's no mean feat.

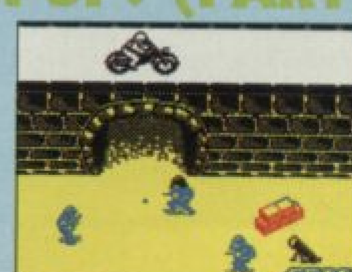


SO YOU WANNA WRITE A SHOOT-'EM-UP? (PART TWO)

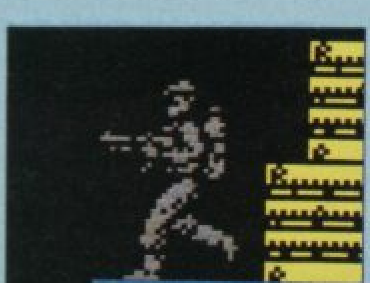
It's easy peasy pie, really it is. All you have to do is bear firmly in mind the essential main ingredients, and not worry too much about missing out all the non-essential stuff. Like so...



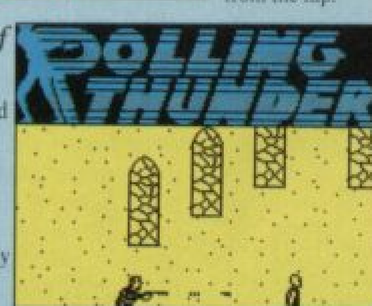
His Weapon Don't believe what they tell you – bigger really is better. Ideally it should be about six feet long, covered in loads of nobbly projections, and fired menacingly from the hip.



The Scenery Yellow's great – bung in some green bushes to hide behind and you're away. The other alternative is the floor-and-catwalk combination. It's workmanlike, and the same doorway crops up every few feet like they do in Hannah Barbera cartoons – but nobody'll ever notice.



Our Hero Only one thing needed here really – gigantic cable-like muscles that'd put Arnie himself to shame. Everything else (brain and so on) is optional – we're not exactly talking strategy games here, after all.



The Name Of The Game Obviously something big and butch is needed, but sadly all the good ones (*Commando, Platoon, Green Beret*) have already gone. Try an obscure regiment (*Royal Catering Corps Sim* anyone?), or that old stand-by, the totally meaningless word (*Grysor, Turrican* – you name it).

The Baddies No effort at all here. For your common cannon fodder a repeat of the main character in another colour will do, while for the end-of-level jobs tanks and lorries work best (cinch to draw, see).



Collision Detection Ha ha ha. Ho ho ho.

r e v i e w s

DELIVE

STORMLORD II

Hewson
£10.99 cass/£14.99 disk

Paul Now first off, I have to admit that I don't play that many Speccy games (having long since graduated to far 'posher' computers). However, *Stormlord* was one I *did* play, and it taught me many things (chief among them being that making remarks like "I'm off to rescue some fairies" down the pub was as good a way as any to lose a few teeth). So when I finally got my eager little hands on the *Stormlord* sequel *Deliverance*, what *didn't* I do? Exactly. In fact I sneaked quietly home and played it in private.

The *Deliverance* scenario is not actually very different from *Stormlord* – there are fairies to free and monsters to mash (and adjectives to alliterate). There are a couple of major differences to it though – whereas space constrictions in the first game meant every level looked just the same as the last one, there's much more variety here. They've missed the strange trampoline-bouncing-up-in-the-air-and-then-back-down-to-earth bits out though, so it plays much more like a straight arcade game. But there's one even more crucial difference – whereas the first *Stormlord* was really rather difficult, *Deliverance* is really rather impossible. (Well almost.)

Now there are some strange people out there labouring under the impression that a good game is a hård game. Nonsense. What's the point of playing if you can't win? No, *Deliverance* was just too tricky for me – it took a lot of teeth-gritting to work my way beyond the first couple of screens.

Fortunately though it was well worth the effort, 'cos the whole thing's pretty impressive. Not only is it colourful and atmospheric but refreshingly crisp and clear too (with only the slight hint of colour overlap). As you shuffle your way along you come across monsters galore in every shape and colour, though (to be honest) the end-of-level nasties are a wee bit disappointing.

Big bad guys aren't the only things to dodge though – there are also fireballs, acid drops (oooh lovely! Just like they sell in the sweetie shop!) and no end of dodgy bridges and unpassable obstacles, all doing their damndest to come between you and your goal.

Ah yes, and what *is* your goal? Well, it's ever-so-slightly expanded from *Stormlord*. Instead of having to rescue a mere handful of fairies, *Deliverance* demands the rescue of more fairies than you could shake a Julian Clarey at. They aren't just sitting in large goldfish bowls patiently awaiting your arrival either (like they were in the first game). No, they're dropping out of the sky in droves! It's not long before you find yourself balancing on a bubble over a boiling river trying to catch about a million fairies, who're doing passable impressions of lead balloons, except without the airworthiness. (Yes, for some reason or other they all seem to have a suicide pact and are leaping like lemmings!)

They're not all you've got to collect though – as well as fairies there are other... er... artifacts lying around begging to be picked up. (Don't ask me why though – perhaps you've got a sideline in antiques? After all, superheroes have got to do something on their days off.)

So, any criticisms (except for the difficulty, that is)? Well no, not really, though control of your antique-collecting sprite is a little bit odd I suppose. Once he's jumped into the air, rather than wait for him to fall back to earth, a leedle bit of joystick waggling can help him stay airborne



Dodge the bouncing spiders – yet another slightly impossible screen (for me anyway).

SIM

Infogrames
£9.99 cass/£14.99 disk

Matt Now this really is a game and a half. In fact it's two games – or even three! *Sim City* has to be the most addictive, fascinating little program we've seen all year – for my money more fun than *Pipe Mania*, *Castle Master* or any of those others we've raved about lately (by a power of about ten!). It really is the bee's knees, and will appeal to just about anybody – even my dad thought it was "Quite good, I suppose" and that's saying something!



Ooh ooh! Lots of lovely countryside for me to build my throbbing metropolis on. (Don't think Prince Charles would be too happy with me, do you?)

Right, what's it all about then? Well, it's a little bit like playing God I guess (which is why it appeals to me, ho ho). In actual fact, you're only playing mayor to a theoretical town (theoretical because you haven't actually built it yet) but you still have pretty God-like powers. It's you who has to come up with a suitably attractive environment without splashing out too much cash (so people will move in, and, once there, stay), and it's you who has to manage things so you're getting enough tax revenue coming in to keep things ticking over. It's a fine balancing act (and gets increasingly complicated as the game goes on and your city gets bigger).

So let's start up the game and see what happens, shall we? There you are, presented with a large scrolling (and very empty) landscape, plus a large wad of cash. Okay, let's take a look around and find a suitable place to begin. A-ha! This bay thing with an island in the middle looks promising – I think I'll try and build up my version of San Francisco here (though it'll probably come out looking more like Grimsby).

First off it's the staples – some residential areas, some commercial (ie shopping) centres and some industrial bits. I'll bung a really crap residential area down on this side next to the industrial bits for the workers, and a posh one over there by the coast for the rich people. I'll even bung some parkland around the rich people's area to make it even nicer (and some more industrial stuff around the poor people's area to make it even crappier). Hee hee. Right, now let's stick on some roads (to join it all up) and – what's this the computer's telling me? Ah yes, we need some power! Right – I've got a choice between a coal power station or a (more expensive) nuclear one. I think we'll have Mr Coal-Powered actually, and I'll slot it in next to the poor people's houses so they all get covered in soot and die of breathing problems at an early age (or something).

Hmm. What else? Ah yes, power lines to get everything working would seem to be a pretty fine

YOUR SINCLAIR MEGAGAME

...ERANCE

and even keep moving. It's a bit like one of those cartoons where the character goes over the edge of a cliff and manages to run a little way through the air. Weird but useful.

I'd also say that, despite the ultra-smooth scrolling and giant state-of-the-art graphics, this game doesn't seem to quite have the individual character of some of Cecco's best work – it's a very well-designed and executed platform arcade adventure, but maybe there are a few too many of them about already. Or something. (I don't know.)

To sum up? Well, if you're looking for a demanding and exciting arcade adventure then look no further. *Deliverance* will keep the most skilful gamesplayer happily occupied and out of the sun for hours. The only problem for me is that playing it sort of addled my brain a bit. After only a few hours struggling with the old joystick I headed down the pub a nervous and frustrated wreck (and having totally forgotten that I wasn't going to mention the word 'fairies' to anyone in there). "Oh, hi, Paul. What've you been up to then?" came a friendly voice. "Oh, I've just been out rescuing a few fairies and... ouch! What was that for?"

YOUR SINCLAIR MEGAGAME



Blimey! These fairies don't seem to have any clothes on!

Oh dear – six lives won't go very far!

You've still got oodles of these vase things to collect and treasure as mementoes. (Just like in Mr Ben really.)

Overall game score. Hmm, room for improvement. (It's a bit crap actually. See me after class.)

Not managed to collect many fairies so far, have you?

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
92°	89°	89°

DIAGNOSIS

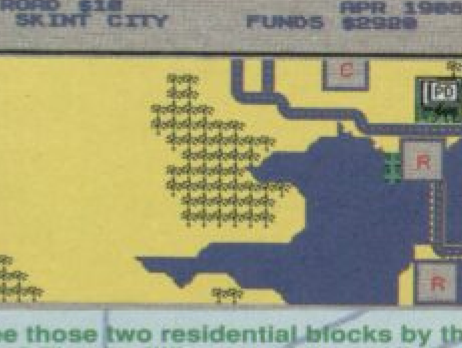
An excellent arcade adventure, packed with variety and even harder than its predecessor.

INSTANT APPEAL 91°

91°

...CITY

idea, and a few police stations too to bring the crime under control (the computer'd been telling me crime rates were soaring ever since I put the first residential area down, but I'd been ignoring it because I'm really tight). Now to let a few years tick by and check on my popularity ratings. Uh-oh! Only 15 percent of the population think I'm doing a good job! And they reckon crime and pollution are the worst problems! (I'll be voted out if I'm not careful!)



See those two residential blocks by the sea? They're filling up a bit, aren't they? But not only that – the first houses to go are the ones with the posh views over the water! (Is this game snazzy or what?)

So what to do? Well, I'm not doing anything about that power station (bulldozing it down and building a new one would cost too much) but I might just bung in a few more police stations to keep the people happy. And perhaps (mumble grumble) I'll splash out on a sports stadium and a few more parks to fix their moaning a bit.

And so it goes on. *Sim City* is such an addictive game because a) it's loads of fun being totally all-powerful and deliberately trying to ruin people's lives (until they get so annoyed with you they vote you out of power of course), and b) once you get beyond the petty cruelty stage and start to play properly (took me ages, but there you go) it's incredibly challenging trying to balance the books and plan the development of a giant, bustling metropolis that takes eight, ten or even 15 screens to contain.

The other nice thing – and this is a compliment to the boys at Probe – is to see a brilliant but very complicated concept like this being so well executed on the Speccy. It's incredible. Except for the loss of a few nifty little features from the original 16-bit versions (like a mini-Godzilla which you can allow to run loose in your city while you try and patch up the damage) the game plays just perfectly – it's one of those things where the loss of brilliant graphics really makes no difference whatsoever to the fun you can get out of playing the game. It's full of neat little touches too – build a train track and, lo and behold, a little choo-choo starts trudging along it back and forth, back and forth. (You need to look closely to see it, but it's there.) Bung down a commercial area (marked 'C' – industrial ones are marked 'I', and so on) and it'll start off as a big grey block, but watch it over time and gradually little buildings will develop on it and grow, though the identifying letter will remain intact. Wait long enough and you'll eventually get a New York-ish skyline (though I've always gone bust by then).

So, to sum up – this is a game that's full of neat touches, is beautifully simple in concept and hangs together perfectly. We think it's fab. Complete strangers are forever coming into the office to load it up for 'just one quick go' or borrowing it for the weekend – and that rarely happens, I can tell you, even with the very best games. What more evidence could you need? (Buy it!)

finalverdict

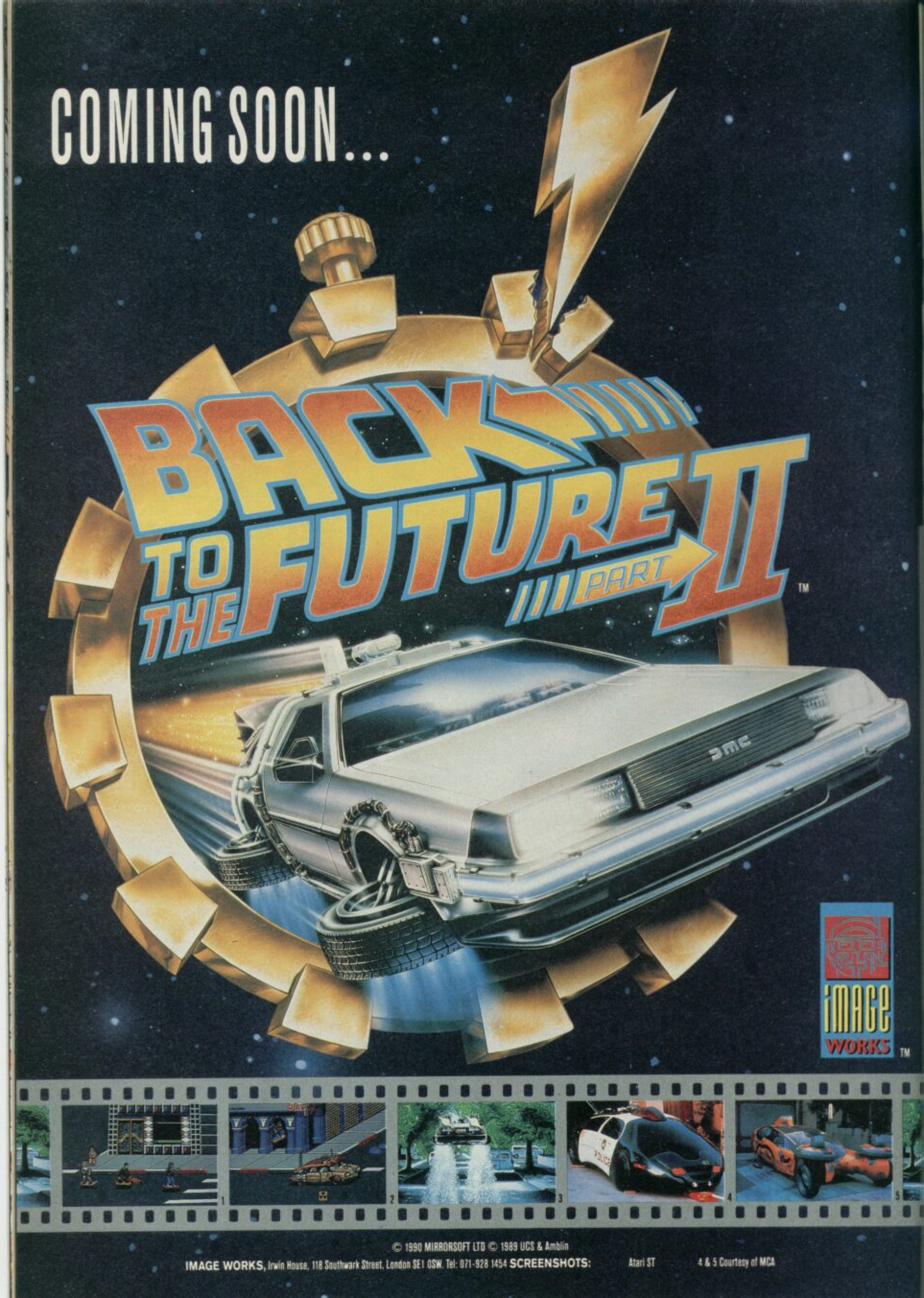
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
94°	76°	93°

DIAGNOSIS

The most original, perfectly programmed game of the year. Ignore the graphics – it's a work of total genius!

INSTANT APPEAL 89°

93°


COMING SOON...
BACK TO THE FUTURE PART II ™
DMC
iMAGE WORKS ™
1
2
3
4
5
© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

HINTS'N'TIPS YS TIPSHOP



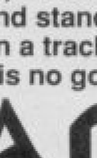
And now, direct from the Finchley Road Tube Station Patio For The Homeless, it's JONATHAN DAVIES with his all-singing all-dancing Spectrum. Go on, give that man a tip.

After last month's promising but short-lived ray of hope, my intro-writing skills have continued on their downward spiral. Absolutely nothing worth reporting has happened in the last few weeks, and as far as tips go, well, it's all been said before really. So, erm, here's a joke... What's blue and stands in a field? A cow in a tracksuit.

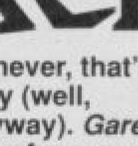
Look – this is no good. Drastic action is called for. I think it's time that you, the readers, played a larger role in Tipshop intros. Therefore, for a trial period only, I'm inviting you lot to send in your suggestions. I'll consider anything. The best one will be printed and earn its scribe a badge and a free game (or something). That is, unless I can come up with a better one myself, of course.

BLACK TIGER

Better late than never, that's what I always say (well, occasionally anyway). *Garek Laird* (who comes from way up there in the Orkneys) has finally come up with a decent set of tips for *Black Tiger*. Seventy-eight degrees just isn't enough, he says, but we all know what happens to people who argue with the Joystick Jugglers, don't we? Garek's drawn a guide to some of the nastier nasties you'll come up against. Good on him, I say.

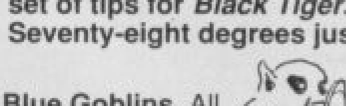


Blue Goblins All levels. Don't run from them if you can help it.



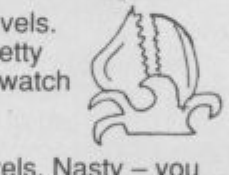
Plants All levels. These are pretty nasty so, er, watch out.

Birds All levels. Nasty – you can't get away from them unless you're pretty good.

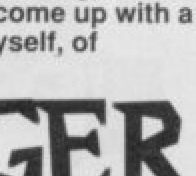




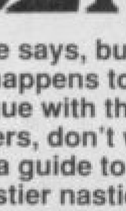
Blobs All levels. These yucky little grotters can be a real pain if you let them, so kill them before they touch you.



Block-heads Levels One & Two. These critters are pretty deadly. On Level One the safe spot is at the very right-hand side of the pit, and on Level Two stand on the right-hand side of the gap.



Spinning Skulls Level Three. They can't be killed, so try to avoid them.

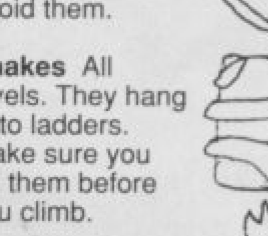


Snakes All levels. They hang onto ladders. Make sure you kill them before you climb.



Magic Flame All levels. Bursts out of the ground at various places.

Fire Demon All levels. He throws a fireball at you.





Grim Reaper Hags Levels Four & Five. They don't fight back, but take ages to kill.

Golden Dragon End-of-game nasty, Level Six. You need more than one life to kill this beasty. Keep jumping and firing at his head, and watch out for him turning round.



Thanks a lot, Garek. I think a badge is in order.

RUN THE GAUNTLET

Ah, jolly good. The first tip this month from Milton Keynes. Other than that, there are only two things you need to know about this one. First, it's from *Dan 'Hitman' Garrorki* and second, it's for *Run The Gauntlet*.

Don't you hate being hassled by the bloke behind you on the water sections? I do. But now you can leave him lying in the dust (or water for that matter).

As you're going down the straights, or any place where you think Mr Flash will put his foot down, move your craft slightly left and right. As if by magic your craft produces an amazing (well, quite amazing) spurt of speed. Pity this only lasts one second!

Keep on repeating this and you'll be unstoppable. (Well, nearly, providing you're a skill driver.) NB This is pretty risky to do near obstacles, unless you're totally total (er, very good) at this game (à la Me!!!).

Super, smashing, lovely. But don't think you're getting off that lightly. *Andy JD* (?) has something to add...

Always pick two teams and then beat the second pacer – he'll never get disqualified and you won't either. Try to beat the first pacer on as many of the easy events as possible so that when you have to do the hard events (like meteors) you'll have enough time.

Well, I think you deserve a badge each for that lot.

THE RACE

Short and sweet, that's how I like 'em. And none more so than this spritely little missive for Player's *The Race* from *Alex Poole* and *James Cameron*. Take it away, chaps.

Right, when the menu is displayed simply hold down P, I, T, Y and the Space bar to start the game. Instead of having 50 seconds you'll now have a 99 second time limit for each level!

Gosh! I reckon a lap of honour's in order there, lads. Ta very muchos.

DR. BERKMANN'S



CLINIC

Got a gamesnag? Then go behind that screen and take all your clothes off. *(Eh? Ed)*

Yet more letters this month solving all the probs in ish 53. Stop, boys, stop! We've done 'em already! Actually there are a couple left over from that splendid and bumper Clinic, so here goes. Now – does this hurt? (OWWWWWWWW!!!)

RAMBO III

Yes, poor Stuart Aitken has had to wait all this time to find out what to do with the silencer – pressing H apparently didn't do him any good (no, it doesn't do much for me either, Stu). But **Andy Leyden** knows the score, eh, And? "Yup, 154 for six, last time I heard. As for *Rambo Trois* (as we Frenchmen call it) you have to have the pistol and the silencer to change the weapon. The silencer itself isn't a weapon, and it's found completely separately to the pistol. So find the pistol, use the silencer, and then change the weapon." Good stuff, although Andy has a snag of his own. "Er yes. Does anyone know how you get past the spaceship in Level Three of *R-Type*?" Does anyone ('cos I don't)? Let me know if you can help.

GOOD EGG

Another who wrote in about *Rambo Drei* (as we Germans say) was **Paul McGuigan**, who also gave the answers to about eight billion other questions, virtually all of which we did last month! He went on to add, though, that he'd rather like to be one of our Good Eggs – as long as prospective snagsters send him an sae. He can help on these games – *Batman The Movie, Myth, Rolling Thunder, Dizzy, Dizzy III, Robocop, Barbarian* (Psygnosis), *R-Type, New Zealand Story, Bruce Lee* (ahem), *Licence To Kill, Cobra* (a right load of old...), *Final Mission, Goonies, Gemini Wing, Great Escape, Hacker, Little Puff, Ninja Massacre, Repton Mania, Snoopy, Times Of Lore, Thunderbirds, War In Middle Earth* – and he's to be found at 25 Goldenhill Road, Fenton, Stoke-on-Trent, Staffs ST4 3DL.

ROY OF THE ROVERS

Daniel Hawkins, who last month had his *Karnov* query sorted out, now finds himself desnagged on the *ROTR* front. **Richard Wood** not only knows how to use the wallet without it being stolen, but also how to get into the hypermarket! Read on...

"When you have the wallet always have the pass with you, so that when the thugs appear you can use the pass and they will let you go. Then take the wallet to the King's Head *(Mine's a large one. Dr B)* and speak to the man. He'll tell you to get the wallet (which you already have) and meet him in the Farmers Arms. Go there and wait for him. How you get the pass I don't know – he just takes the wallet!"

Hang on, I thought you knew what you were talking about here, Dickie...

"Yes I do. To get into the hypermarket you need the membership card – then go to the fuse box. But does anyone know how to get the pass? Please?"

Go on, help the poor soul.

WHERE TIME STOOD STILL

Splendid to be able to mention this spanking old Denton Designs game again. This time it's **Chris J Law** who's in trouble. "Haylp!!" he cries. "How do you get past the hand?" Well, I remember this of old, and the trick is to give it something that'll keep it occupied while you slip past. When you arrive in the first pigmy village and get the food the pigmies will ask for something. They don't mind what you give them really, but what they're really looking for is Gloria's compact. Give them this and they'll give you something that looks not unlike a leg of lamb. You could eat this, but it's more sensible to save it for the hand, as it's a bit peckish too. Good luck, Chris.

AUF WIEDERSEHEN MONTY

Anyone called Simon Thick who's brave enough to write to an old gagster like me can't be all bad, but then he is pretty desperate. "What do you do with the tools, and the meat from Copenhagen?" he asks with a muffled sob. But happily for Simes, **Richard Swann** is here to earn his monthly badge (apparently he's got an entire room full of them) with a few well-chosen hints. "Actually I'm a bit thick myself, as I don't know what to do with the bacon *(Don't you bring it home? Dr B)*, but I do know that the tools are used for repairing the dodgy lift in Austria." Well, brush my lederhosen if you're not absolutely right.

INDIANA JONES AND THE LAST CRUSADE

Richard also had the answer to Mark Stevens' gamesnag, which involved the whereabouts of the mineshaft entrance on the screen where you have to set free the fourth lot of children. "Go up about four ladders to the top of the screen, and go left until you come to a platform which has a doobrie which you can swing your rope across. *(Good clear instructions here, Richard. Dr B)* Now go down two ladders and right a bit, and there we go – one mineshaft! Go right, down a ladder and right a bit again and you'll find another one. Strewth!" Great stuff, Richard – your 792nd badge is on its way even as we speak!

MOVIE

Letters galore after the Ellesmere Port Elf, in one of his megamissives, dared to suggest that there was nothing useful you could ever say to the parrot in this strangely silly isometric game. "Wrong!!" cried Clinicians as one. "Try typing OPEN SESAME." Kev 'Ace' Maplesden, whose gamesnag this was about 400 years ago, has probably joined the Foreign Legion by now in frustration, but if you're still out there, 'Ace', you're now well and truly unsnagged. Haircut suits you, though.

LAST NINJA II

Letters continue to flood in on this one, so it's just as well that I've still got **Mike Adams**' superb and detailed solution to crib from (thanks, Mike, and here's another badge for your trouble!).

First **Neil Morford** is stuck on Level Two. "What I need to know is a) do you kill the juggler, b) if so, how, and c) how do I get out of this level?"

Well, Neil, there's no need to kill the juggler – just somersault across the screen. As you've got the key, go to the gate, call the key up (by pressing Enter), stand at the lock and press P. Then jump across the first river bit using the boat, and turn right at the killer bees. Jump onto the island, stand in the bushes, use the staff to push off the boat, go back the way you came and go up the other lane at the killer bees turn-off. Then jump over using the passing boat and you're home.

Next, it's **Philip Morris**' turn. "Where are the nunchukas? And where is the exit on Level Two?" Don't worry too unduly about the nunchukas, but if you really want them, try the loos. As for Level Two, the reference in the instructions to a "grate" exit should give you a clue – it is in fact a manhole, although you'll need a manhole key to get through it. Try finding the workman's hut.

More *Last Ninja* japes next month!

HAYLP!

Another splendid crop this month. Yo ho ho and a bottle of Lucozade!

Mr K Maplesden: "On Level Two of *Indiana Jones And The Last Crusade*, I can get to the rope but when I try to climb down it I lose a life. Is this meant to happen? How do I get out?"

Mark Foster: "In *Thanatos* I can get as far as the third castle but the pussycats at the gate always kill me. Any ideas? And in *Astroclone*, at Termina computer centre how the hell do you destroy the snakey things? I thought you used the acron phaser but that doesn't seem to work. And in..." Yes, yes, thanks very much. Next.

Andrew Dodd: "In *Ghouls 'n' Ghosts* how do you get past the body and the head and get onto the second level?"

Richard Swann (what? him again?): "In *Everyone's A Wally*, how the heck do you fill the oil can?"

Stephen Reynolds: "In *Driller*, how do you get past the guns in the Emerald Sector?"

Marc Silvester: "In *Through The Trap Door* I've got as far as getting the key into the lock, but I can't get into the door – I just end up back at the start, falling down the trap door. Haylp!"

Anthony Evans: "In *Dizzy* I can get all the ingredients and a full potion bottle but I can't get close enough to Zaks to drop it. Can anyone help?"

Ben Smith: "Please, please tell me how to get over the collapsing bridge in *Dizzy* and also what does the all-seeing eye do?"

Stephen Malton: "Look, all I want to know about *Dizzy* is where the blimmin' pickaxe is!"

Remember, anyone mentioned in the Clinic wins a badge, so drop your own gamesnag, or a solution to any of the above, to Dr B at the usual *YS* address. Yowsah!

KENNY DALGLISH FOOTBALL MANAGER

Now then, you know my opinion on these football tips. I don't like them. Not at all. But *Mike Fitzpatrick* has had the courage to confess to being a closet Status Quo fan, so I think he deserves all the sympathy we can give him. The footie game in question is *Kenny Dalglish Soccer Manager*, and the tip is as follows...

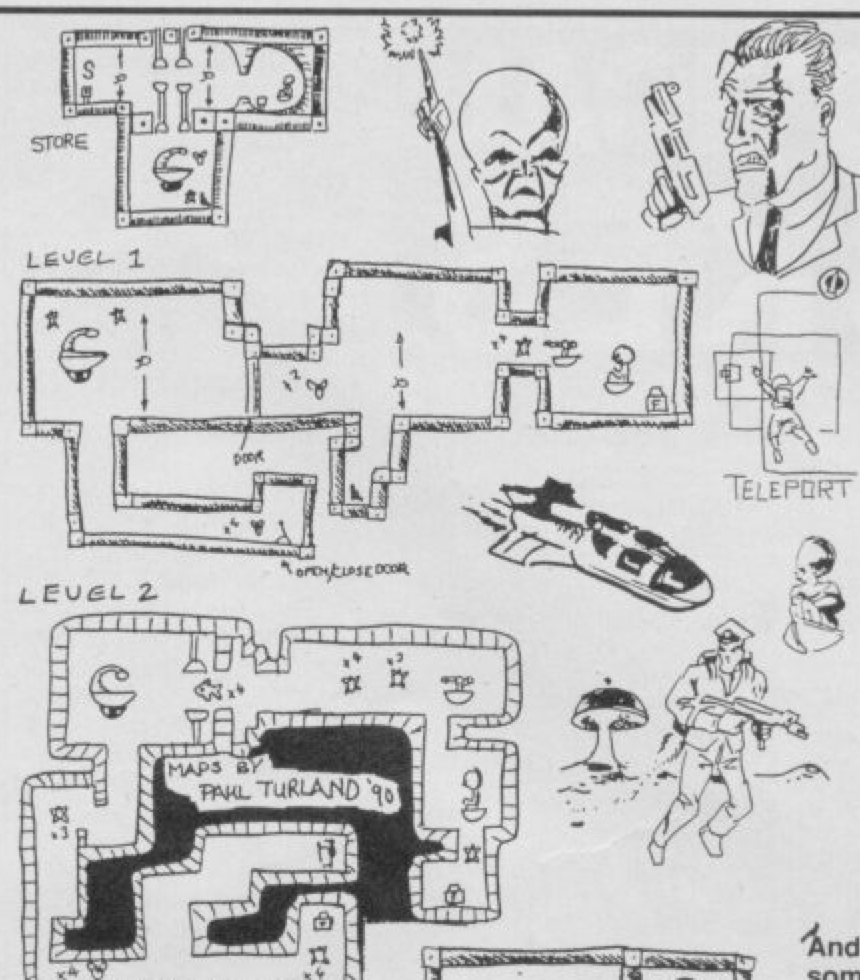
What you do is borrow some money from the bank and keep buying players 'til you have less money than you owe to the bank. Now pay all the money you have left to the bank, plus one pound. For example, if you have £9,000 left, pay £9,001. You will then find that you have minus £9,999,999. Go to the transfer market and buy a player. Play the next match and you will find that the minus sign has miraculously disappeared leaving you with nearly ten million pounds. Good, eh?

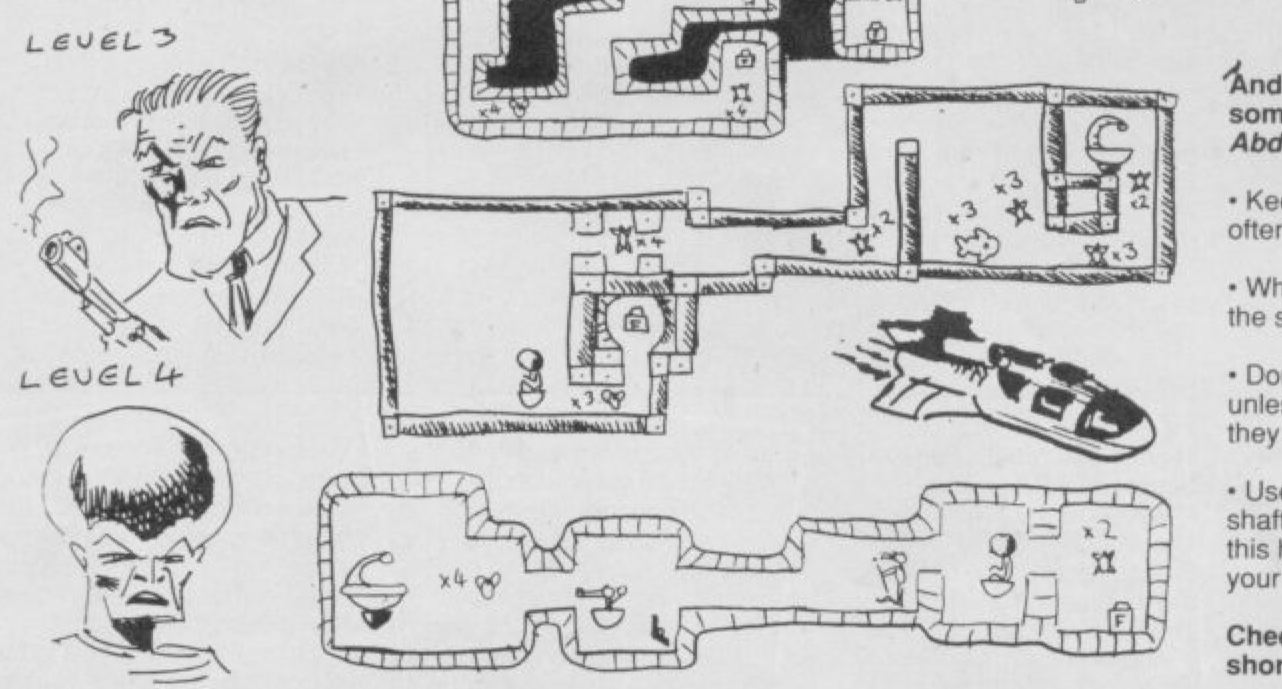
Well, it's vaguely cunning, I suppose, and just about worthy of a badge.

TIP O'THE MONTH

DAN DARE III

And about time too, eh, Mekon-hunters? *Paul Turland* has spotted a gap in the market for a *Dan Dare III* map, and has come up with an absolute corker to fill it. His offering takes us all the way to the end of Level Four, and comes complete with a key and a few almost recognisable pictures of the cast. Paul also points out that his surname isn't Thurland, which seems reasonable enough to me.





KEY

- Start
- Jumpy Alien
- Fish
- Flying Face Alien
- Flying Alien
- Ammo
- Fuel
- Refuel Jet Pack
- Shop
- Laser Gun
- Mekon
- Mutant Bird Thing

And look, there are even some tips. These come from *Abdul Monnan*.

• Keep blasting – you'll find it often saves your life.

• When short on lives return to the store.

• Don't use smart bombs unless in desperate need – they cost a fortune.

• Use bounce bombs in shafts when going down, as this helps to kill anything in your way.

Cheers, Abdul. A badge will shortly be yours.

MOONWALKER

Well, we knew they were all a bit weird in Portugal already, but has it really got to THIS? According to *Antonio Rendas*, Michael Jackson is pretty hot property down there in the land of, erm, cork. Or that's the impression I get from his marvellous complete solution to *Moonwalker* anyway. He even keeps calling me 'Phil', which definitely indicates something a bit loose somewhere.

LEVEL ONE

Guide yourself through the map. Moving dots are enemies, fixed dots are objects or pieces of rabbit costume. Always run, and to avoid other characters try to select big 'roads'. Don't worry about the time – you should waste about three disks losing time. When you've caught everything you need to, the bike is in the upper-left corner of the maze.

LEVEL TWO

Same as Level One, but with bikes and many sub-levels. And tougher enemies. To avoid them select a big 'road', put yourself on one side (eg left), and when he gets near you press Down, Down/Right, Right, Right/Up and Up – you should make it. Guide yourself through the map as in Level One, but here you've got a line on the map which is the ramp you're supposed to jump over. When you catch the ten orbs and mutate into a car it disappears from the map, so it's best to leave the orb nearest the ramp 'til last or you'll die losing time. On the last sub-level you turn into a car and have to run in a road without enemies. It's really easy and you've got enough time to make it.

LEVEL THREE

Run left, catch weapon and ammunition, then stop, press Fire and wait for an enemy to appear. You should now be able to kill him without letting go of the fire button by leaving the sight on the windows. To avoid their shots, as soon as you hear the noise run towards the shot and jump, thus avoiding it. From time to time you'll lose ammo, so you'll have to run and get more, avoiding their shots as above.

LEVEL FOUR

Shoot everything on sight, and don't wait for the cannon to get big. Shoot it as soon as it appears. Keep shooting (if you've got autofire, use it) and from time to time have a look at the list of enemies you've still got to kill. This is the easiest level of the lot, and if you've got this far you should finish it without losing more than one disk.

Oh, and at the end...

Shh! You don't want to ruin it for them, do you?

But they might not believe I've done it.

Oh, erm, go on then.

Thanks. At the end, Michael turns into a flying saucer and flies off to Never-Never Land.

Well, they're not going to believe you after that, are they? Here – have a badge.

PRACTICAL POKES

He's the bloke with the POKEs. He's the chap with the hacks. He is... JON NORTH.

By the time you read this I'll hava my exam results, but at the mo I'm just starting them. Still, that's no excuse to stop hacking, especially when a new Speedlock gets released...

BALLBREAKER II

This routine, courtesy of one **Phil 'Mr Trolley' Fordham,** is for the game we stuck on the cover a couple of months ago. Tap in the relatively short hack exactly as printed. If you don't want infinite lives delete line 80. If you don't want infinite missiles delete line 90. RUN it and it'll load and run the game for you with the POKEs firmly in place.

```
10 REM Ballbreaker by Phil Fordham
20 CLEAR 28e3
30 FOR f=3e4 TO 30015
40 READ a: POKE f,a: NEXT f
50 RANDOMIZE USR 3e4
60 POKE 65155,201
70 RANDOMIZE USR 65069
80 POKE 35869,0: POKE 35937,0
90 POKE 39879,0
100 RANDOMIZE USR 32768
110 DATA 221,33,172,253,17
120 DATA 83,4,62,255,55
130 DATA 205,86,5,48,241
140 DATA 201
```

FALCON PATROL II

This one gives infinite lives for our *Defender*-type game. If you want to see how it was written then have a butchers at this month's *How 2 Hack.*

```
100 REM FP2 by Jon North
110 CLEAR 65367: MERGE ""
120 LET a=PEEK 23636*256
130 LET a=a+PEEK 23635
140 POKE a+142,201
150 RANDOMIZE USR (a+70)
160 POKE 40554,0
170 RANDOMIZE USR 45238
```

HAMMERFIST

And now, the moment you've all been waiting for – the new Speedlock crack. This one gives infinite energy in *Hammerfist.* With a bit of luck, I should've modified it enough to make it into a MultiPOKE in time for next month's column. In the meantime, this is a 'standalone' hack. Play the tape from the start and ignore the funky flashing colours.

```
10 REM Hamsterfist by Jon North
20 CLEAR 3e4: LET t=0
30 FOR f=33e3 TO 33238
40 READ a: POKE f,a
50 LET t=t+(f-32990)*a: NEXT f
60 IF t<>3423982 THEN STOP
70 RANDOMIZE USR 33e3
80 DATA 221,33,25,236,17
90 DATA 245,18,62,255,55
100 DATA 205,86,5,48,241
110 DATA 243,42,161,129,6
120 DATA 0,126,254,195,32
130 DATA 5,54,33,35,35
140 DATA 35,126,254,1,32
150 DATA 3,14,7,9,14
160 DATA 11,9,126,254,33
170 DATA 40,6,254,1,40
180 DATA 2,237,66,14,6
190 DATA 9,126,254,205,32
200 DATA 20,14,26,9,94
210 DATA 54,153,35,86,54
220 DATA 129,237,83,202,89
230 DATA 42,161,129,229,24
240 DATA 62,254,22,32,2
250 DATA 35,35,14,12,62
260 DATA 194,34,204,89,237
270 DATA 177,40,2,24,220
280 DATA 237,91,161,129,237
290 DATA 82,77,235,17,0
300 DATA 130,213,237,176,35
310 DATA 35,34,202,89,42
320 DATA 204,89,237,75,161
330 DATA 129,237,66,1,0
340 DATA 130,9,34,125,129
350 DATA 33,125,129,1,5
360 DATA 0,237,176,58,160
370 DATA 129,237,79,201,89
380 DATA 83,195,130,129,237
390 DATA 95,7,214,8,15
400 DATA 50,160,129,42,202
410 DATA 89,34,161,129,125
420 DATA 254,208,194,248,128
430 DATA 24,10,237,95,7
440 DATA 214,6,24,231,51
450 DATA 125,236,62,69,50
460 DATA 249,248,61,237,79
470 DATA 205,208,248,33,205
480 DATA 129,17,0,255,1
490 DATA 10,0,237,176,30
500 DATA 2,237,83,51,254
510 DATA 49,255,255,195,246
520 DATA 254,1,96,54,82
530 DATA 50,17,14,12,24
540 DATA 11,62,112,50,3
550 DATA 188,195,93,254
```

G'NIGHT!

Right, I'm going to bed now. Before I do, let me just say that should you partake in any hacking of your own then why not send your results to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath BA1 2AP. Who knows, you might get a badge or a game (or summat). G'night!

MANIC MINER

Budgie time again, folks, this time in the slightly blackened and grimy shape of ye olde *Manic Miner*. But no, assures *James Baldwin*, it really is one groovy hot potato of a game! And indeed it is. Let's see what he's dug up...

All you do is type in 6031769 while you're in the central cavern and a boot should come up near the little men indicating how many lives you have. To restart the cavern press 6...

Is that *it*? That's pathetic!

Hold your horses – there's more!

Hrmph.

Here are the numbers you need to press at the same time to access any of the other 20 levels.

Cold Cavern – 6,1.
The Managerie – 6,2.
AUW – 6,2,1.
Eugene's Lair – 6,3.
16th Cavern – 6,4,3,2,1.
The Vat – 6,3,2.
The Warehouse – 6,5.
Wacky A – 6,4.
Attack Of The Mutant Telephones – 6,4,2.
Ore Refinery – 6,4,3.
The Bank – 6,4,3,2.
Solar Power Generator – 6,5,2.
Miner Willie Meets The Kong Beast – 6,3,2,1.
A Revenge – 6,1,0.
The Endorian Forest – 6,1,EV.
Processing Plant – 6,3,1.
Sky Lab Landing – 6,3,1,EV.
The Final Barrier – 6,0,2,1.

And one final thing before I leave you – for more air just press the number of the screen you're on. Bye now!

Marvellous, James!

ASTRO MARINE CORPS

Blimey. Hot off the press or what? *Richard Butler* is the man with the steaming joystick, and he's done us a guide to the whole of this distinctly Spanish little number. I haven't played it as yet, but if it's as utterly impossible as all Dinamic's other stuff I think Richard deserves a VC or something.

Go right and shoot men. Keep on going until you reach a tree. Jump over it. If you don't you'll be eaten alive. When you reach the concrete floor jump over the green and red parts except for the third, fourth and fifth one, as these are lifts. When you are on the fifth one, go to the bottom and jump the gap. When you reach the second concrete floor, drop off the right edge. Go left, jump over the gap, shoot the enemy twice, shoot the box, collect the item and drop down the gap.

Keep on travelling right until you reach a strange thing in the floor. Stand facing it so it is just on the bottom of the screen and drop four grenades down the centre. A creature will then come up and explode. When this happens, go to the edge and jump the pit. Go right. Shoot jelly monsters by ducking and pressing Fire. Jump over all trees with green leaves. Jump little gap with water in it and go right onto the red and green floor (a lift). It will take you down. Then jump the gap and go right. Jump the big gap and you'll land on some grass. To get to the other piece of grass do a little jump. Keep pressing Up to get onto the red and green floor when you land.

Shoot the robots' heads and then their legs. When you reach the concrete floor, jump onto the green thing and keep pushing up. Get onto the lift, collect the items in the boxes, go right and drop off the edge. To get across the red and green floor, jump onto them and then keep pushing up and do another little jump. Do that on each one. When you are across, don't shoot the men. Just walk through them, but when one turns into a dragon shoot the head. Go right and there will be robots and men. Jump over the big gap.

Go right and walk up to the spaceship until a troll comes along. Keep you finger on Fire and the grenade key. When you've killed the troll, go right. You'll be beamed up and will have completed all eight zones.

By the way, the password is DAGOBAH.

Good work. I suppose you'll want a badge now, eh? Oh, here you are then.

OUCH

T'would appear we've hit the bottom of the page again. Luckily, though, I've managed to cram in most of this month's choicest tips, clearing the way for the next lot. So sharpen your biros and get scrawling. Tips, maps, solutions, I want 'em all. And now intros too. Send it all to me at *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. This 'I've Got Big Tips' badge could have your name on it.



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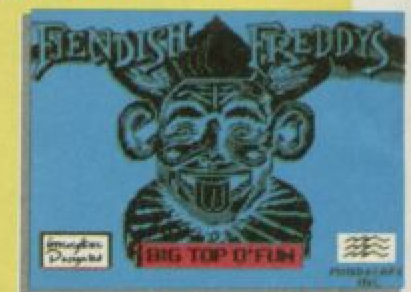


***YS* Final Verdict... 90°**

"A whopper of a game... Loads of depth, pretty easy to get into and nicely presented." Davey Wilson

FIENDISH FREDDY'S BIG TOP O' FUN
Mindscape

A pretty and amusing multiload based on circus events, *Fiendish Freddy* will have you laughing on the edge of your seat!



***YS* Final Verdict... 80°**

"I really liked Fiendish Freddy – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay." Davey Wilson



RAINBOW ISLANDS
Ocean

The most recent mega-hit from Ocean, *Rainbow Islands* is the sequel to *Bubble Bobble* and one of the most addictive games ever released. A must buy (so even better that it's free!).



***YS* Final Verdict... 94°**

"If you hate cute platform games you'll loathe it, but if you like them you'll think it's the best game you've ever played (or as near as dammit)." Matt Bielby



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MIDNIGHT RESISTANCE

Ocean/£9.99 cass/£14.99



Matt Who remembers last Christmas? It got quite embarrassing here in the *YS* office, I can tell you. Ocean had just had their Megagames *Batman* and *The Untouchables* out and were releasing their Xmas biggies, *Operation Thunderbolt* and *Chase HQ* (both of which also turned out to be excellent games). Yikes, I thought, this is beginning to look like favouritism – every recent Ocean product had got (and was getting) brilliant reviews. Something had to be done! But what?

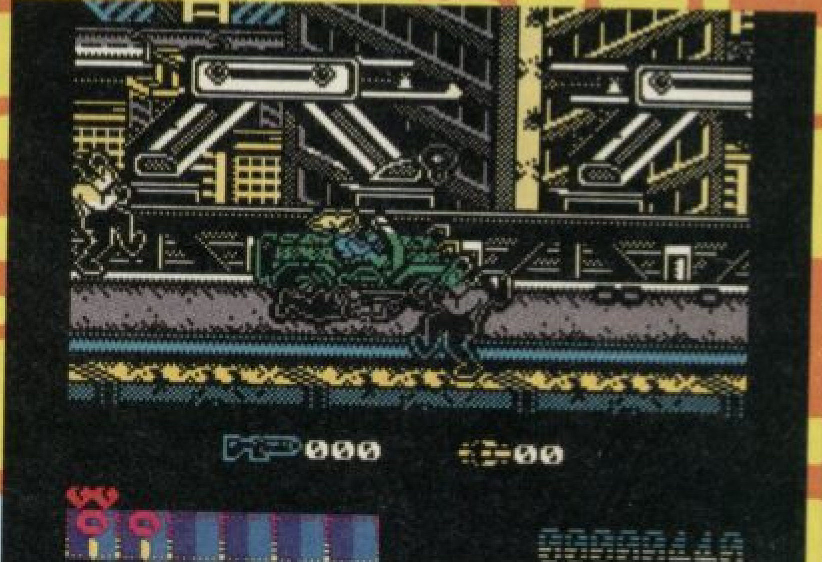
Well, I had a cunning plan. There was this other Ocean game about to be released, based on a rather more obscure (although incredibly popular, as I found out later) coin-op called *Cabal*. Right, I thought, let's give this to somebody who's notoriously hard on games, who's basically got a real bad attitude to anything resembling a shoot-'em-up (or a footie game, or anything really) and is *bound* to slag it off. Let's call in... Jonathan Davies! Heeheehee (I chortled) – even if this turns out to be a pretty good game he'll still be hard on it, hopefully hard enough to deny it a Megagame and make it look like Ocean can produce something fairly crappy after all.

A couple of days went by. Jonathan returned with his review. Let's take a look at this, I thought, it'll be really, really... positive?? Aaargh! Yes, for the first time in his entire life (just about) Jonathan had turned in a rave review! He actually liked a game! (I couldn't quite believe it.)

And the really annoying thing was that he was right as well – *Cabal* was a very nifty piece of work. Colourful and chunky, it had a distinctive look very different from *Op Wolf* et al, and played like a trooper. Who'd put it together, I asked? Well, it turned out it was the work of a couple of guys at Special F/X, the Liverpool development house – the same couple of guys who've just produced *Midnight Resistance* in fact (which at last explains what this lengthy intro thingie has been all about).

Um, so how does *Midnight Resistance* play then? Well, from what I've seen of Ocean's current line-up (this, *Sly Spy* and *Shadow Warriors*), this'll be the one they'll all be talking about. It's brilliant basically – an excellent little (or rather, pretty huge) coin-op conversion, packed with colour and presented in a very distinctive style. Yes, there's an obvious family resemblance to *Cabal* here all right. The chunky sprites, with their heavy black outlines and stumpy little limbs, stand out brilliantly against the busiest of backdrops, while the variety to the levels is, for a military-esque scrolling shoot-'em-up, fairly remarkable.

The thing is, this is a much more ambitious program than *Cabal* was, and it's to the Special F/X programmers' credit that they haven't fumbled the ball in making the transition from (fairly simple) flip-screen shooting-gallery-style game to a full-blown scrolling shoot-'em-up.



Quick! Leap onto that moving jeep before it speeds by! (It'll give you a great vantage point from which to seriously trash some baddies!)

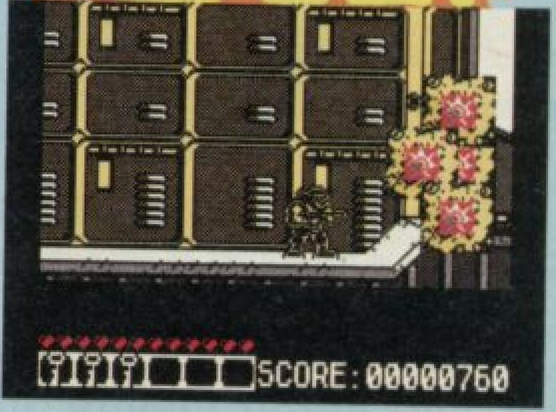
One of the really special things about this game is the control system – it's one that takes some getting used to admittedly, but once you're there it works a treat. There are two controls – as well as walking backwards and forwards and jumping (as normal) there's a sort of Rotate jobbie for turning your little man around on his axis. At different degrees of rotation he does all sorts of different things – at one stage he's lying down (or crawling along) shooting, then he's shooting down at an angle (so if he was lying on an overhead walkway he could pick off something on the ground below him), then he's shooting behind him, then up in the air at an angle and so on. He can do all this from a standing and running position too, and while this makes some manouvres quite tricky (when taking out something on a low platform in front of you it's best to try and fire diagonally towards it, rather than jump up and fire like you would with most shoot-'em-ups) getting it right is quite a fun challenge.

Of course the game comes complete with your normal ration of collectable weapons (machine guns, shot gun, flamethrower and the like) bought in a weapons shop sequence with keys collected from dead baddies, including some rather special things that sort of mount in your back-pack and produce all sorts of weird and wonderful effects when fired.

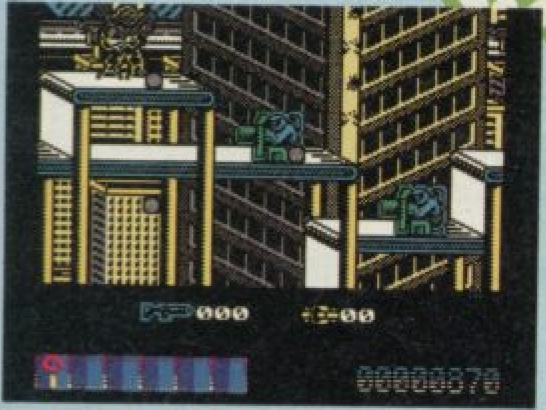
With nine very varied (and very difficult to complete) levels, bags of platforms and ladders to explore and the unusual control system making things a challenge, you're certainly getting plenty of gameplaying for your money here. Luckily they've bunged in a Continue option to save your frustration, so there's no need to get chucked back to the beginning each time you die.

So what's the verdict? Well, as you might have gathered, I really think this is one of the best shoot-'em-ups I've seen in ages (perhaps ever). There are no problems at all with visibility or feeling out of control, everything is pitched at a good challenging level, there's plenty of variety and, quite simply, a lot to it. Certainly, the controls take some getting used to (so I found the first levels particularly hard), but once you've got them sussed you're in for a real treat. Ocean come up trumps again I'm afraid (damn their eyes!).

YOUR SINCLAIR MEGAGAME



Ha! Suck on that, whatever-you-were!



Look out! It's not safe there – those guns can fire diagonally! (But so can you!)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
93°	91°	89°

DIAGNOSIS

Colourful, varied, well paced and tricky shoot-'em-up (with 'interesting' controls too). Excellent!

INSTANT APPEAL 90°

80 60 40 20

92°

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Yo! Spec-chums! It's me again, Gadgy with the big ears – er, I mean Big Bad Matt, your leader and mentor! I don't know whether to be in a good mood or a bad mood this month actually. Ho hum. (Loud bang.) Ha ha ha ha! Andy's fallen off his chair and cracked his head on the Speccy bench. I think that spells 'good mood', don't you? Let's go then...

HARD SELL

There have been some pretty shoddy sales tactics, but none so bad as that for the *Football Manager World Cup* game. Some sales berk at Addictive Software obviously said "How do I get this game to sell? I know – I'll release an ad including its writer's picture and a quotation from him!" However, this was a very foolish idea as the writer was none other than Kevin Toms, the ugliest man alive. He's enough to put anyone off buying it. What's so big about him anyway? He just looks like a tramp or something. Then they go on to print a load of bull about how he went around to a load of club managers to make the game perfect. But worst of all, this ad was printed in *YS*! So 'Mr Ed', if I ever see this ad in the mag again I'll send you a big picture of Kevin Toms. And, yes, my name *is* spelt with an 'F'.
Trefor Moss
Heighington, Co Durham

Yes, he is quite ugly, isn't he? But we mustn't be too hard on him – that is his passport photo after all. (Mind you, you should've seen the other three – one was of the top of his bonce, one was of him reaching forward to press the coin return button, and in the third some old bag was sticking her head into the cubicle asking him if he had two 50 pees for a pound coin.) **Ed.**

GREAT BRITAIN?

Firstly I must mention how brill *YS* is and how witty and intelligent the Ed is (he must be – printing this letter). *(Don't flatter yourself. Ed)* Secondly I disagree with you over Great Britain losing its Greatness as you stated in *Pssst* in issue 53, because...
1) Great Britain has got the best mag in the world – *YS* (of course).
2) We helped win World War I and II.
3) We are a nation of intelligent dudes.
David Possee
Thornhill, Dumfriesshire

Explain these then...
1) Simon Bates
2) Little And Large
3) Margaret Thatcher. **Ed.**

SMILEY

I was reading *YS* 54 and I noticed that in *Joystick Jugglers* all of the Jugglers were smiling except Rich 'Trousers' Pelley. I read in an encyclopedia that it takes 14 muscles to smile but 43 to frown. Also, Rich looks as though he has just got out of bed. This makes sense, because as he uses up so much energy in frowning he obviously wears his muscles out faster than you or Davey, and therefore needs more sleep. I'll finish with a poem.
Rich does not
Smile a lot,
Like Davey or Matt –
I really hate that!
Chris Embery
Leyland, Lancs

Come on now. Be fair. Like you said, it takes 14 muscles to smile and 43 to frown, and do you know what Rich was doing while that portrait was being drawn? His face exercises, that's what. He's got the strongest, most highly-trained face in the country and can bite through solid granite. And did I mention the control he has over his ears and eyebrows? No, thought not. **Ed.**

ALMOST HUMAN

I have recently bought a SAM Coupé. I read the instruction manual until the bit where it says "The SAM Coupé prefers similar working conditions to you". "Great!" I thought. So I made it a cup of tea and gave it a chocolate biscuit. Now it seems to be quite dead. Help – please tell me what I should do now!
F Portlock
Wyken, Coventry

It's not dead, it's just having a siesta after the meal (after all, a chocolate biscuit might not seem much to you and me, but for a SAM Coupé it's a veritable banquet). What you should do next is wake it gently at about four o'clock, give it another cup of tea, let it watch Teenage Mutant Ninja Turtles *and then tuck it into bed with a steaming hot mug of cocoa.* **Ed.**

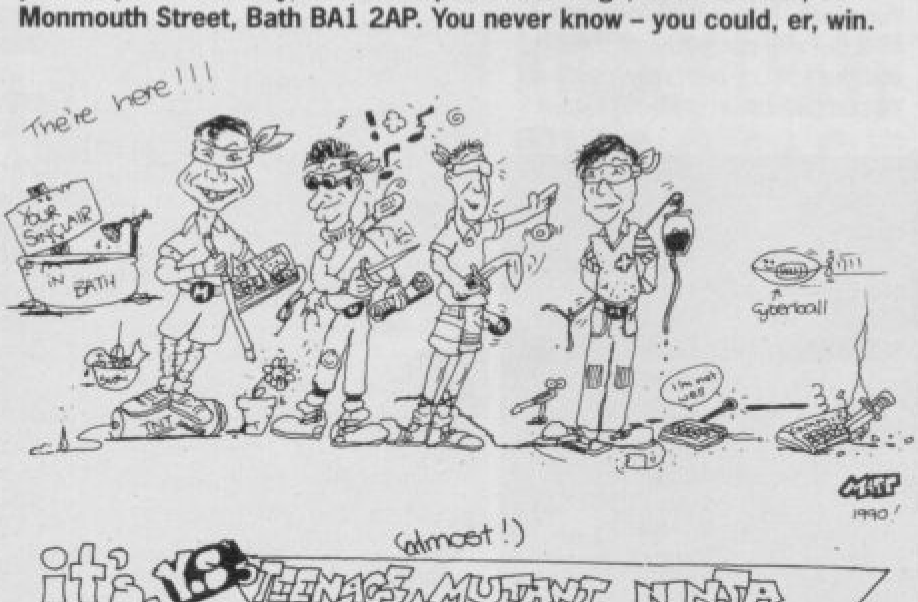
WHINGING AUSSIE

I am an Australian and have been reading your magazine for two years. I cannot subscribe directly because the importers will only allow me to order it through a newsagent. I like how the magazine has changed during this period of time. I think it is the best Speccy magazine, but I have a complaint. In Australia we get the magazine three months late and I am unable to enter the competitions, so I would like you to have a longer entry period for overseas readers.
Rodney Hall
Davidson, New South Wales

DOODLEBUGS

Aaaagh! No! Ninja Turtle Fever hits the *YS* crew! One minute, they're polite, hard-working young chappies; the next, raucous green warriors, gibbering Valley Talk in the depths of the West Country! **Matt Barnett** of **Harrogate**, how could you?!

Right then, Spec-chums, reckon you could knock that for six? Good. Then get your quills a-quivering (oooh, no, titter ye not!) and send your piccies (black ink only, remember) to Doodlebugs, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. You never know – you could, er, win.



AAAAAAAAHH!!!

At 10.00 am on Mothering Sunday my cat gave birth to five kittens. I have one worry though – will I have to register them for the Poll Tax?
Ray Richards
Gainsborough, Lincs

I'm afraid you will. **Ed.**



You can subscribe directly through us, you know. And there'll be no worries about missing tapes either, because (are all you overseas readers paying attention?) we're going to be making sure, within the next few months, that the cassettes stay on the mags – wherever they're sent (except Finland). (Only joking.) Oh, and regarding your gripes about the compos, here's one especially for you. Only you, Rodney Hall, can enter it. The closing date is Christmas Day 1992, so no worries there. The prize is two games. Here's the question – what's due to happen in Neighbours *(at the moment Des is going to marry Jane and Nick's gone a bit 'aggro')?* **Ed.**

WRONG MONTH

I want to know why you bring out the mag every month and have the next month's name on the cover. For example, number 54 said June 1990 but it was out in May. Is it to do with the country you're in or are you just stupid?
Christopher Black
Hartlepool, Cleveland

Actually, it's the 'sell by' date. If you eat an unrefrigerated copy of YS which says June, and it's actually July, then the chances are you'll come down with Mad Cat Disease. **Ed.**

WENDY

This is a simple letter containing the simple truth. Many moons ago (around-about 1982) a friend of mine got a ZX81 quickly followed by a Speccy 48K and we used to play on it all the time. Well, naturally, I wanted one of my own – but every time it got to Chrimble I changed my mind and opted for something else (fool). Anyway, last year I started getting the urge again (oo-er) and started moaning about how I never got one, so my lovely fiancée (hello, Wendy!) threw her catalogue at me and said "Well, shut up and flaming get one then!" And I did.

Having nosed around the shops a lot I learned of wondrous things called 'Amigas' and 'STs' etc. I gasped at the graphics! I swooned at the sound! I perspired at the price. And I bought a Speccy +2A. *(Oh no. Ed)* And I'll tell you what – you won't see me changing it for one of those 16-bit jobbies. I don't care if the software is arcade-like. £24.95 a time? Get lost. There isn't a game in existence that's worth that much. Now, I think long and hard before I part with my shekels, and the Speccy beats the pants off its competitors in my book. The price, range and now the improving standard of software gave me no choice.

The Speccy's what I call value for money. Now, after a year of sheer fun, I just had to send this letter to somewhere appropriate, and having given the Spectrum mags the same trial as the machines (and *YS* the thumbs up), it seems I've done just that. Thanks, Wendy, and thank you, *YS*.
P McGuigan
Stoke-on-Trent
Staffs
PS And there's nowt wrong with monochrome either. It's very relaxing (ahem).

Hello, Wendy. **Ed.**

STAR LETTER

BLAST!

Me and some friends have just started a fanzine called *Blast!* and we desperately need games to review. We couldn't afford any so we had to think of a solution. Ho hum.

Laurie (self-made Editor) said we should threaten software companies.

David (self-made prat) said we should shoplift them from John Menzies.

Twiggy (can't think of anything to write in brackets) said (quote) "Let's close our eyes and wish very hard and maybe the good fairy will come and wave her magic wand and..." (He didn't finish because Laurie threw a chair at him.) *("Him"?! Er, isn't Twiggy a girlie's name? Ed)*

All these ideas were rejected and all eyes fell on me. Oh dear. Then it hit me. We could earn them! I outlined my plan to the others – we could write to a Speccy mag with a wodge of tips or a witty, intelligent letter. Well, we were too thick to solve a game so we decided on the letter. All eyes fell on me (again) because I was the only one who could write!

So here it is – the original, witty, intelligent Star Letter-type letter. And for the final touch, here's a crap poem from Laurie (slightly edited).

If *YS*, they give us games,
We'll really all be quids in...
If they don't, we'll come around,
And smash their %$£%$£ heads in.

Ahem.
The Staff of Blast
Galashiels
Scotland

Believe it or not you've cracked it. The next chap's not so lucky though. **Ed.**

DAMN!

How can I set about making a fanzine? Getting publishers to send me software could be a bit tricky – they might think I'm just a shark trying to rip them off, and not a genuine fanzine editor at all. But I can't afford to buy all the games for review. Can you tell me how to gain the software houses' trust?
Tom Haggie
Rotherham, S Yorks

In Disney films you always gain people's trust by a) being tied up, b) wriggling out of your bonds and c) not running away (even though you could if you wanted to), so when the person who'd tied you up discovers you didn't go and 'tell the sheriff' (or whatever) he has no option but to trust you. Dilemma sorted. Get the software houses to tie you up, wriggle out of the rope but don't run. They'll give you heaps of games. **Ed.**

SOME POINTS

Thanks a lot for moving to Bath – you totally screwed up my plans for work experience. Anyway, onto some suggestions to improve your mag.
1) *YS* is really funny, but your reviews are, erm, two-dimensional or something. Bring back the screen diagrams!
2) Get some better games on your Smash Tapes, like *Wonderboy* and *Zolyx*. How about the first *Batman*? *(You don't want much, do you? Ed)*
3) More *National Rescue*! Do you remember that *Psycho Pigs UXB* cartoon? That was (and still is) hilarious. More of them. Your artist who does the compos is ace (he works on EMAP's *BIG!*, you know). More of him!
4) Improve your covers. They're crap.
5) Print this letter.
6) Don't print any more of Leigh Loveday's stuff.
David Maher
Waltham Abbey, Essex
PS Oh, and here's a rap poem thing...
Bub and Bob were in a shop
Doing this really neat bop
I said "Woh, guys, just what are ya doing?"
They said they were "woo woo wooing"
"Hey, man, that's real funny"
"Hey, we ain't listening to Jive Bunny"
"What then?" I consequently asked
"Why, it's *Xenon II – Megablast*!"

"Here's a rap poem thing"? Surely you mean here's a crap poem thing. And what do you mean, the reviews are 'two-dimensional'? Of course they are. What do you want – a hologram or something? **Ed.**

WONDERFUL WORLD OF SPECCY

Letters from afar. And this month's 'contestant' is from very afar – Bolivia to be exact. She sent a joke too (check out Kindly Leave The Stage). Unfortunately neither the joke nor the letter make very much sense – so what's new?

Chum!
I guess those, you know! Ha! I am Bolivia, which is maybe your first? Maybe not. Ha! The porpose of to write is two things – Tip Cards. You have them very, very wrong you know. On the back is a different thing to what is on the front side. Is it *Stunt Car Racer* on the one side but if to cut it out then look over the back it is not *Stunt Car Racer*. Ha! It is *Chase HQ*.

Both with cars, but different cars, wrong cars. Here in Bolivia we have a lot of your Volkswagens, the Beetles. Mercedes too are good. Ha! But they are not yours – you have Fords and Rolls Royce. I know this because I see it on the television.
Amaya Pirquitas
Carandaiti, Bolivia

Ha! **Ed.**

Trainspotter Award



TRAINSPOTTERS CONTINUING CONTROVERSY

Reading through some old *YS*'s last night, I came across the controversial *OutRun Europa* cover on issue 41. Trying to cover up the fact that in the picture the Ferrari Testarossa is right-hand drive you said that it's being seen from the the rear-view mirror of a vehicle travelling in front of it (ish 44). When it was pointed out to you in ish 53 that if the aforementioned Ferrari was just a reflection the number plate would be backwards, you fabricated some story about the cover being set in Ciskei where all number plates are made backwards so they can be read by people looking in their rear-view mirrors. That sounds pretty plausible, but if you examine the cover in question you will plainly see that the car is driving past the Eiffel Tower which is, in fact, in France. Not Ciskei. I've got you this time, so don't even try to get out of it. Trainspotter Award, please.

Joseph Guffey
Co Offaly, Eire

Not so fast. We do at least two days' research on all our covers, and this one was no exception. As I said, it was set in Ciskei (where number plates are, by law, written backwards) but I didn't say where in Ciskei, did I? Well, now I'm going to tell you – the cover of issue 41 is set in Zwelitsha, the capital of Ciskei. Okay, so far so good. Now, you know this ridiculous practice of 'twinning' towns and cities in different countries (in the vain hope of bringing world peace and harmony)? Yes? Like Croydon is 'twinned' with Córdoba in southern Spain? Well, guess what city Zwelitsha is twinned with. Give up? Blackpool, that's where. And to celebrate, the inhabitants of Zwelitsha erected a three-quarter-size replica of the Blackpool Tower next to the British Embassy. So what you thought was the Eiffel Tower was in fact a three-quarter-sized model of Blackpool's tower. And don't say "But there are people on top of it going 'ooh la la'", because 'ooh la la' are the first three words of the Ciskei national anthem. Jumped the gun a bit, didn't you? No Trainspotter. **Ed.**

THIS ISLAND EARTH

I claim a Trainspotter Award for noticing another one of your stupid mistakes in the May issue, on page 34. You showed people how to complete *Fantasy Island Dizzy*, but hasn't anyone told you it's not called *Fantasy Island Dizzy*, it's called *Fantasy World Dizzy*? You also made the same mistake on page five of the April issue. I have got the game myself and know I am not wrong.

Simon Hyslop
Carlisle, Cumbria

Ah-ha-haaaaa. BUT! .... Um. Er. Um. Oh dear. Tell you what, I'll phone David Darling up and see what he says.
Ring ring – ring ring – ring ring... click.
Matt: *Hello. Is it* Fantasy World *or* Fantasy Island*?*
David: *Brilliant! Absolutely brilliant!*
Matt: *Yes, yes. But what about the name?*
David: *Totally brilliant. Unbelievably incredible!*
Matt: *But is it 'World' or 'Island'? I must know.*
David: *It's brilliant. Incredibly brilliantly brilliant.*
Click.
So there you have it. It's called Fantasy Brilliant Dizzy. *We were both wrong.* **Ed.**

OFF HIS BRANCH

Re: Letters 'Out Of His Tree' in the May issue of *YS*. I have a program which I wrote last year which will store, update and link family connections and parental lineage and would be just what GL Brown of Woking requires. If he contacts me I will send him a tape and instructions free of charge. Being a large program it requires a 48K Spectrum. It will work with either tape or cartridge and will print out on ZX or Alphacom 32 printer (if available).

Mr WD Chetland
15 Wordsworth Drive
Cheam, Surrey

What was wrong with the one I gave him? Here's an updated version...

```
10 INPUT a$
20 PRINT "That item has been lost in memory. Please input item again, only type more carefully this time"
30 INPUT a$
40 NEW
```

Ed.

SMALL PRINT

Now I come to think of it, taking over Small Print isn't good enough for me. This time I'm out for complete domination of the mag.
The Lizard Of Oz (again)
Kelvindale, Glasgow
You'll never pull it off! (Mind you, you've cunningly managed to take up a fair chunk of Small Print – which was in fact your initial aim. Hmm, suppose I'd better stop answering you now, or your boast may become fact.) **Ed.**

My mum says you should cut out the bad language.
'Wilbur' Chaney
Chelmsford, Essex
...What? And sort of blu-tac the tiny bits of paper onto my bedroom wall to make loads of weird little posters? What a brilliant idea. Your mum's ace! **Ed.**

Go hunting, you idle fox.
Two People With Heads
Colchester, Essex
Blimey, that's a bit surreal. Um, toast and marmalade. **Ed.**

We want to see T'zer in a bath, er, sorry, in Bath.
Stuart Ward
Elm, Wisbeck
Go and scrub your mouth out with soap, you scamp! **Ed.**

Lost your cat? Check under my tyres.
Kevin Laidlaw
Woodford Green
Naaah, that's not mine – he isn't as flat as that. **Ed.**

Where is T'zer?
Paul Childs
Corby, Northants
In the bath. Eh? What am I talking about? **Ed.**

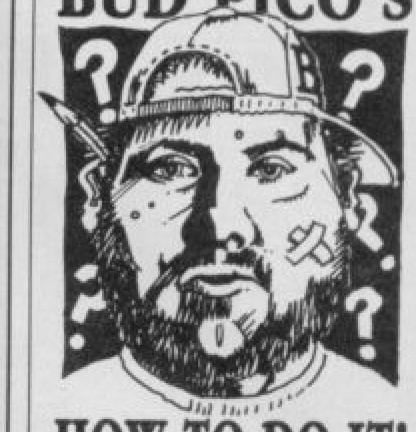
KINDLY LEAVE THE STAGE

This one seems to have lost something in the translation – it's from **Bolivia** you see, from **Amaya Pirquitas**. I can't make head nor tail of it to be quite honest with you. Maybe you'll be able to work out what she's on about for yourselves. I'm stumped...

Q: Why was the man not dreaming of a white Christmas?
A: He wasn't not dreaming of it, he was only thinking that it was!

Boom boom. Have you got a joke that's as funny as that? I doubt it somehow, but send it in anyway to KLTS, YS, 30 Monmouth Street, Bath BA1 2AP– you could earn yourself the most *Your Sinclair*ish badge on the entire planet!

BUD PICO'S



HOW TO DO IT!

In a rather touching gesture, Bud Pico advises on making Do It Yourself 'Get Well Soon' goodies for his mum, Madame Pico, or indeed any other ill friends and relatives. Also, another reader enters the debating forum on 'Fresh Fruit On Cereals' preferences.

Dear Bud,
Like yourself, I have a loved one in hospital. It's my great Aunty Betty and she has just undergone a successful hip replacement operation. I've taken her the latest copy of *YS* to cheer her up and she has read it from cover to cover. I'd now like to take her something else, but I'm short on readies. Can I make anything myself? Please tell me How To Do It.
Neil Bothat
Basingstoke

Well, Neil, the best thing we can start with is a card. No problem here – just pop down to your local supermarket and invest in a packet of Rice Krispies. Remove the inner sachet and cut out the front and back of the box. Stick these two pieces of card together face-to-face and fold them in half to from the 'card'. Now we'll need to decorate the front. My favourite way to do this is to snip out your favourite picture from an old magazine. Why not go further and make use of those spare Rice Krispies by sticking them around the picture? You could also stick glitter to the puffed rice to brighten up the hospital bed of the lowest patient!
Cheers
Bud

Dear Bud,
Last issue you asked your readers if they had any 'Fresh Fruit On Cereals' preferences. I would like to inform readers of my penchant for dried prunes on my muesli, but I was worried that you may not include it in your column since the fruit isn't fresh.
Yours worriedly
Roger E Race
Lytham St Annes

Oh no, Roger, I wouldn't discriminate against dried fruit, since it is also a natural source of goodness (and prunes in particular are especially beneficial to the digestive system). Maybe I was in the wrong for not enquiring about readers' 'Fresh (Or Dried) Fruit On Cereals' preferences!
Cheers
Bud

ROBIN ALWAY SAM SURGEON



SO WHAT REALLY HAS HAPPENED TO THE SAM COUPÉ?

Well, it's a bit of a tragic story really, so it'd be best to get the Kleenex handy. Are you sitting comfortably? Then we'll begin.

There's no point it trying to break it to you gently – **Miles Gordon Technology** (the company behind the SAM) have gone into receivership. What this means basically is that they've run out of money – and nobody is willing to give them any more. Hopefully a buyer will be found for the company and the Coupé will continue to be built – if not, it effectively spells the end of the line for the machine (and just as software was starting to appear for it too!).

So what went wrong?
Well, obviously details are fairly sketchy at the moment, but it is believed things started to get really bad around March this year, when MGT realised it had produced far more Coupés than it could possibly hope to sell (at this quiet end of the year at least).

Most probably they had so many machines on their hands (up to 6,000 apparently!) because they'd been aiming to have large stocks to sell in the busy pre-Christmas season. Since they'd failed to get the machine ready on time they found that vast numbers were just sitting there, doing nothing. Obviously this put them in a bit of a spot – they'd spent all that money making these things that they couldn't sell, they were owed a good deal of money themselves and on top of that had to finance the sending-out of ROM chip upgrades to their 8,000 or so existing users! This is what's known as a bit of a cash flow crisis – they were spending too much, and not enough was coming in to pay it all back.

In a last-ditch attempt to raise more money MGT got back in contact with **Johnson Fry** (the company they'd initially brought in to help float the company on the stock market) to try and raise more capital. When that showed no real hope of success they had little choice but to call in the receivers.

So has the writing always been on the wall or what?
Certainly the SAM project has been plagued by problems throughout its history. For a start, manufacturing costs forced the price well above the £100 or so initially intended, meaning that (with disk drive fitted) the manufacturers' recommended price for each machine was getting dangerously close to bargain basement ST territory.

Of course, the machine going late and missing the Christmas sales period (when the vast majority of computers are sold) didn't help matters at all – the SAM is said to have captured 5% of the UK home computer market, but of course 5% after Christmas provides nothing like the cash injection that 5% before would have done. Then there were the problems with the disk drive Disk Operating System, the new ROM that was required, the Spectrum compatibility problems and so on. For their part, programmers too were finding some serious problems with the computer, particularly with the ASIC chip, which made it impossible to implement MIDI on the machine!

In short, the company and its product have been plagued by problems from the word go, so it's especially sad that it's now (when all the hard work has been done, and the majority of probs sorted) that things should fall apart for them. For a company as small as MGT, the whole SAM project was an incredible risk, and one it seems they only just failed to pull off.

So what does the future hold?
Well, **Alan Miles** is on record as saying that "We have failed as a company, but we've got a good product and we're making sure that doesn't fail too. We're making every effort to find a buyer quickly in order to protect our customers. There are half a dozen companies interested. If a buyer is found soon the whole business will be transparent to existing customers as the customer support will continue."



The dream's been smashed for Miles and Gordon, but will a buyer do any better?

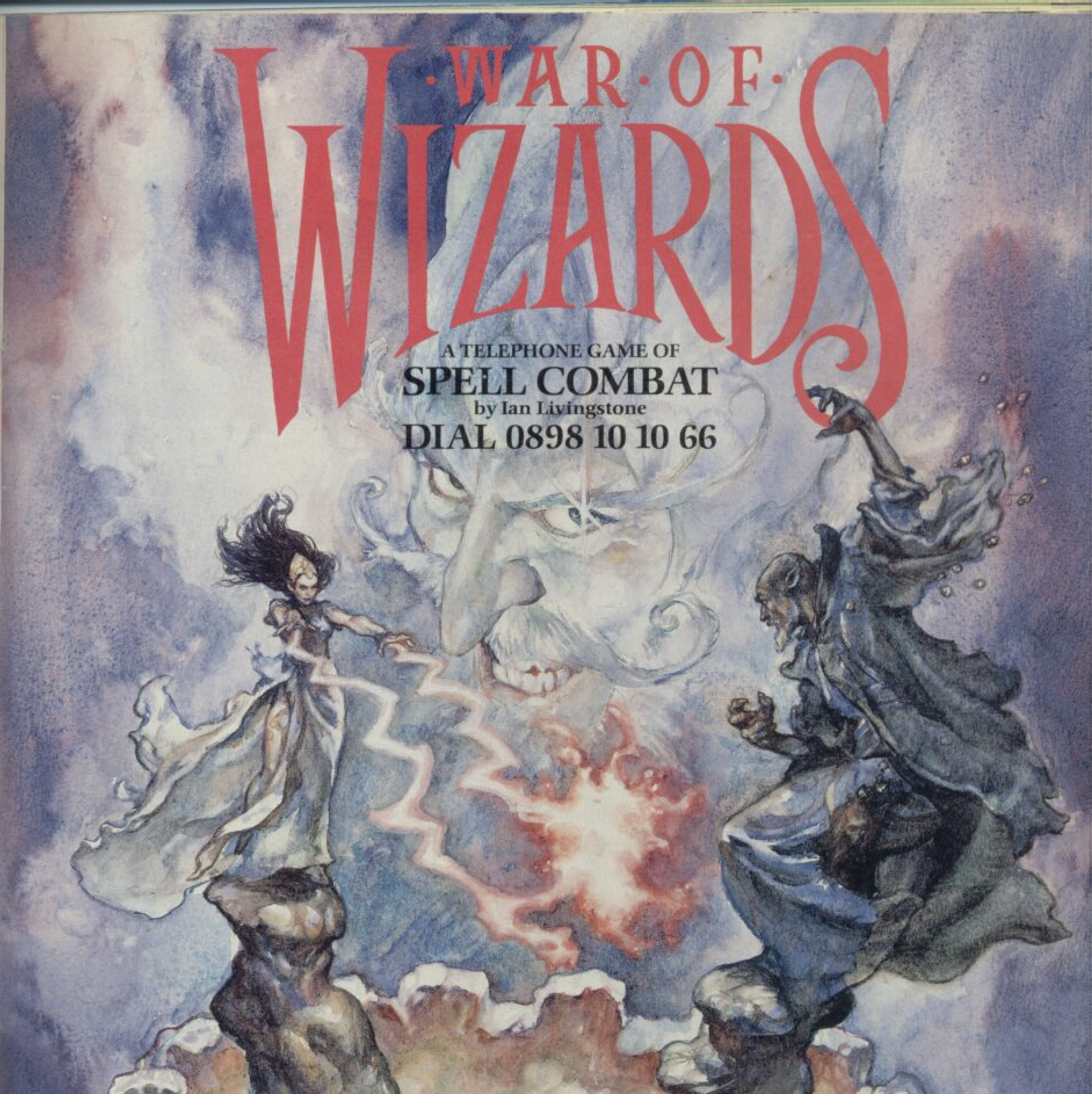
Which all sounds well and good, though quite who these companies might be is, at the time of going to press, fairly unclear. Certainly **Atari**, **Amstrad** and **Acorn** have denied any involvement. The smart move would seem to be for a new owner to move production out of the UK – the Far East has been suggested – so that each unit could be manufactured more cheaply and the profit margin increased. Should that be the case, someone could be making a nice little profit out of the machine by Christmas, but of course this remains to be seen.

What about software support? Will it continue?
Like we said, one of the sad things about the death of MGT is that it's happened at a time when software support was just starting to come through. While we can't speak for most software houses, **Enigma Variations** (whose SAM Coupé version of ***Defenders Of The Earth*** features in *Future Shocks* this month) have announced that they *will* continue to support the machine. Managing Director **Richard Naylor** says "We would like to continue writing games for the machine but a lot depends on the reaction from the owners. If you want to see more games available we need to hear from you so that we can judge the interest that is out there."

If you want to contact Enigma Variations, either to express your support for the Coupé or to buy a copy of the SAM *Defenders* (£11.99 cassette/£14.99 disk inc p&p) write to 13 North Park Road, Harrogate HG1 5PD or phone 0423 501595.

So what should I do as a SAM owner?
Sit tight for the moment would seem to be the best advice. Should the Coupé fail to get placed with another manufacturer, a possible support package has been discussed by MGT and **INDUG** (the SAM user group), though we don't know what form it would take. Alan Miles has even suggested the possibility that the upgraded ROM might be filed in the public domain, so every user could get their hands on it if they wanted. Coupé owners can contact **Bob Brenchley** at INDUG on 0452 412527.

For our part, *YS* will continue to run SAM news and hopefully the first SAM games reviews next issue. We will of course keep you informed as to what the future will be for the machine (if any). And that's about all we can say for the moment. (Keep your fingers crossed.)



Have you the skills of sorcery, power and cunning to earn you the status of Grand Wizard? Find out as you ascend Yaztromo's tower and face his formidable school of wizards in dazzling spell combat.

Advance a level with every victory, gaining new spells as you go, until finally you face the ultimate battle with Zagor, the Legendary Warlock of Firetop Mountain. The select few who defeat Zagor and make it to Grand Wizard, will receive a scroll, printed in gold leaf, personally signed by Ian Livingstone.

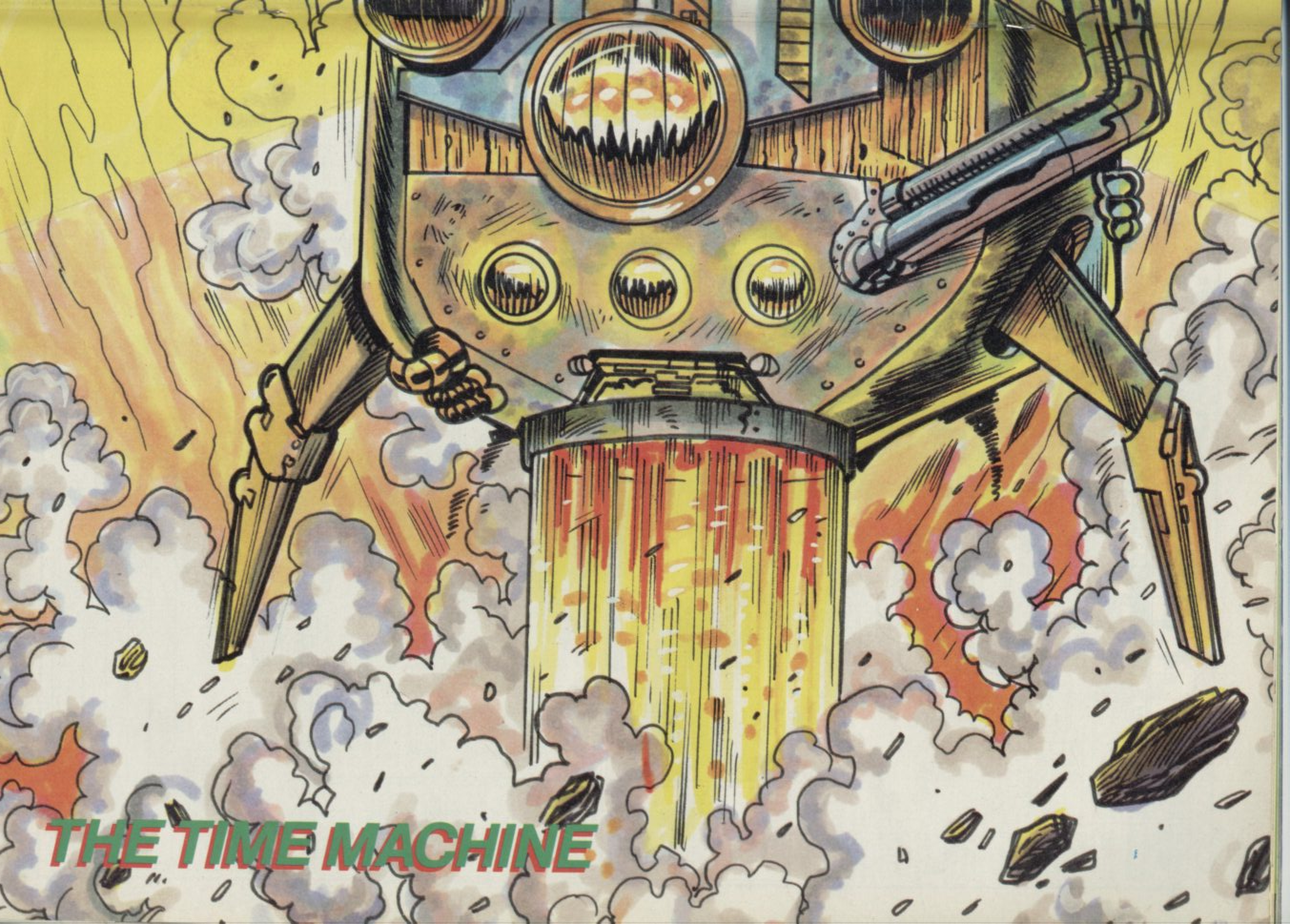
They will also have a chance to win the £100 monthly prize.

Prepare to cast your first spell and dial 0898 10 10 66 now!

HINTS ON PLAY: Your attack spells are Creatures, Weapons (stronger but may backfire) and Elements (strongest but will rebound if successfully defended). These are defended by Sleep, Shield and Screen spells.

Calls are more expensive than ordinary telephone calls and should be made with the permission of the telephone subscriber. Calls cost 25p per min cheap, 38p per min other times (inc VAT). Touch-Tone phones recommended, Computerdial Ltd., Guildford, Surrey GU1 4JU.


YOUR
SINCLAIR
BRITAIN'S BEST SELLING SPECTRUM MAG!


THE TIME MACHINE

HOW 2 HACK

A shift in direction this month as JON NORTH dons his balaclava to take a crack at, well, cracking protection systems...

Loading The First Bit The first program on any tape is called the loader – it loads the rest of the program. To crack any protection system you must always keep track of what it's doing.

The *LOAD routine This program is a special loading routine. Instead of typing LOAD "" to load the loader, type RANDOMIZE USR 30000. This will load the basic program and stop with the OK message. When it loads it displays the filename, the start line of the program (usually 0,1 or 10) and its length.

```
10 REM *Load by Jon North
20 LET t=0
30 FOR f=3e4 to 30083
40 READ a: POKE f,a
50 LET t=t+(f-29990)*a: NEXT f
60 IF t<>544506 THEN STOP
70 PRINT "Data O.K.": STOP
80 DATA 221,33,0,80,17
90 DATA 17,0,175,55,205
100 DATA 86,5,48,240,221
110 DATA 126,239,183,32,236
120 DATA 62,2,205,1,22
130 DATA 33,1,80,6,10
140 DATA 126,215,35,16,251
150 DATA 62,202,215,221,70
160 DATA 253,221,78,252,205
170 DATA 43,45,205,227,45
180 DATA 221,54,253,255,62
190 DATA 32,215,62,177,215
200 DATA 221,70,251,221,78
210 DATA 250,205,43,45,205
220 DATA 227,45,62,13,215
230 DATA 42,83,92,221,46
240 DATA 0,195,115,8
```

Disguising Basic And Getting Past It Unfortunately, what you see and what you get with basic programs are not always the same thing. Type in this one line and RUN it – 10 PRINT 10. And 10 comes up on the screen. Now type in LET A=PEEK 23635+256*PEEK 23636: POKE A+5,50. Now list the program – it will read 10 PRINT 20, but if you run it it still prints 10. Every time a number is put into a program two copies of it are stored. The first is what is listed, the second is what is actually used.

The *LIST program This is a special list routine. Use RANDOMIZE USR 30085 (not LIST) to use it. It shows you the program as it would be run, stripping away all the disguises and revealing the true program.

```
10 REM *List by Jon North
20 LET t=0
30 FOR f=30085 TO 30200
40 READ a: POKE f,a
50 LET t=t+(f-30075)*a: NEXT f
60 IF t<>919527 THEN STOP
70 PRINT "Data O.K.": STOP
80 DATA 62,2,205,1,22
90 DATA 42,83,92,229,237
100 DATA 91,75,92,55,63
110 DATA 237,82,124,181,225
120 DATA 200,70,35,78,35
130 DATA 229,205,43,45,205
140 DATA 227,45,225,78,35
150 DATA 70,35,229,9,34
160 DATA 254,255,225,126,254
170 DATA 13,32,4,35,215
180 DATA 24,212,254,46,40
190 DATA 8,254,58,48,19
200 DATA 254,48,56,15,68
210 DATA 62,14,237,177,205
220 DATA 180,51,229,205,227
230 DATA 45,225,24,220,254
240 DATA 32,56,2,215,126
250 DATA 254,234,32,8,62
260 DATA 13,215,42,254,255
270 DATA 24,167,254,34,32
280 DATA 12,35,126,254,32
290 DATA 56,2,215,126,254
300 DATA 34,32,244,35,24
310 DATA 183
```

Headerless Files Data loads in two chunks – a short one, the header, which holds things like the filename, then the block itself. The role of a headerless file is to get rid of this header by holding all the info about the block (where to load it to and its length) in a machine code program.

What A Headerless Loader Looks Like To load a headerless block, a short bit of code is needed...

```
LD IX, start address
LD DE, length of block
LD A,FF
SCF
CALL 0556
RET or JP
```

Look at most of my more complex hacks and you'll see they start off with 221,33,n,n,17,n,n,62,255,55,205,86,5,48,241; this is the code to load the basic program as a headerless file (because it can't be MERGEd).

Revenge Of The Mutant Cock-Ups From Hell Bit of a cock-up in the first How 2 Hack I'm afraid – to find the number of lives you need to search the code for 3E nn 32, not 3E nn 3D or 3A nn 32. Sorry about that (ahem).

EXAMPLE
Falcon Patrol II
(*YS* Smash Tape 28, Issue 51)

When you *Load the basic, you'll see...

```
FP2        LINE 99 LEN 800
```

You now know that the program starts from line 99. When it's loaded *List it...

```
99 CLEAR 65367: RANDOMIZE USR (PEEK 23637+256*PEEK 23638)+5
100 REM
```

To find out the value of the RANDOMIZE USR find the address of the actual commands (use the TEXT feature of your dissassembler, or search for bytes F9 C0) and change it to PRINT <space> ie F5 20. Now RUN the basic and it will display the value of the USR command. Your value may be different to mine, but I got 23825, which is 5D11 hex. Dissassemble this address...

```
LD HL,000F
LD DE,F000
ADD HL,BC
LD BC,256
LDIR
JP F000
```

Taking this line by line – HL=15,DE=61440. Whenever you do a USR command from Basic the BC register holds the value of that USR, so here BC=23825. The ADD HL,BC command means LET HL=HL+BC, so HL=23825+15=23840 (5C20). BC then becomes 256 and then you come across a special instruction, LDIR. What this does is to move BC bytes from HL to DE. For instance, to move a screen from 32768 (the screen is 16384-23295), you'd do LD HL,32768: LD DE,16384: LD BC,6912: LDIR.

Here, the LDIR is from 23840 to 61440, for 256 bytes. Then it JP's to 61440. Put a breakpoint over the JP with your dissassembler, RUN the program and dissassemble 61440.

```
F000:
LD IX,4000
LD DE,1B00
XOR A
CALL F04E
LD IX,6800
LD DE,6000
XOR A
CALL F04E
LD A,0F
LD (5C8D),A
LD (5C48),A
LD A,01
OUT (FE),A
LD A,195
LD (5C37),A
LD BC,1400
XOR A
IN A,(1F)
OR C
LD C,A
DJNZ F02A
AND 192
JR Z,F049
XOR A
LD (9EAE),A
JP B110
```

We can see that a block is loaded 4000,1B00 and another 6800,6000. Note that the CALL is different (F04E, not 0556) and likewise the value of A (0, not FF). This is because the loader is using a different routine to do the actual loading (a turboloader, not the normal speed ROM loader). The JP at F039 starts the game, so put a breakpoint there and load the game (make sure your dissassembler is out of the way or the game will be loaded over it). Hacking the game, the LD A,5 (five lives) is at 45362; the lives store is 40549, which is referenced at 40550,40562,45364 and 45565. The routine at 40550 is...

```
LD HL,40549
ADD A,(HL)
LD (HL),A
```

Turning the LD (HL),A into a 0 (at 40554) gives infinite lives.

Coming back to the loading system, the Basic can be MERGEd, and you can work out the address of the JP in the basic program before it is moved to F039. You know that 5C20 goes to F000, so 5C20+39 goes to F039, ie 5C59. The final hack is...

```
100 MERGE ""
110 POKE 23897,201
120 RANDOMIZE USR 23825
130 POKE 40554,0
140 RANDOMIZE USR 45328
```

(The 45328 came from the JP B110 at the end of the loader.) However, the address of basic programs varies (say, if microdrives are connected), so the 23825 and 23897 are expressed in terms of the start of Basic. Also, the original program did a CLEAR 65367 before the USR, so we need to include that...

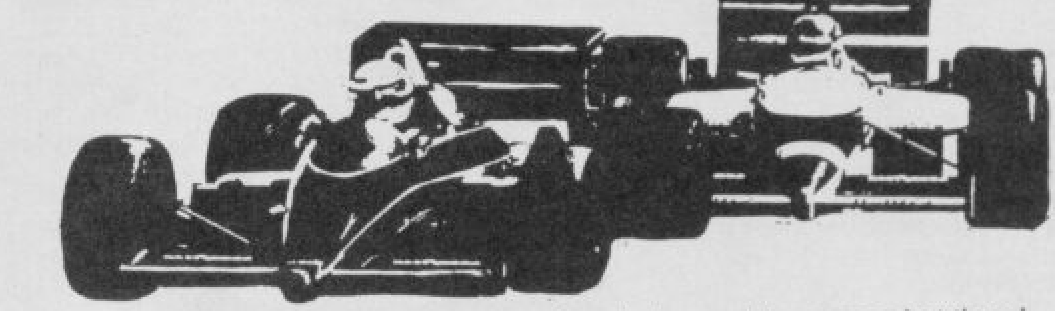
```
100 CLEAR 65367: MERGE ""
110 LET a=PEEK 23635+256*PEEK 23636
120 POKE a+142,201
130 RANDOMIZE USR (a+70)
```

The variable a is the start of basic. The rest of the hack would be the same because the game is always loaded to the same place regardless of where Basic is.

The *Ballbreaker II* hack is in *Practical POKEs* – try and work out how I did it (but bear in mind the Basic can't be MERGEd).

PROGRAM PITSTOP





What!? No, it can't be. It is? Cripes... Well, potty proggers, it seems you've finally hit the jackpot – *Variturbo* is BACK! Hurrah! (Well, it made JONATHAN DAVIES smile at least. Gave us the shock of our lives.)

That was quite a curry I got through last night. I can't remember what it was called, but it was great.

Incidentally, I do hope they've come to their senses over my new photo. Andy 'Street Hawk' Ounsted's helmet doesn't really go with that shirt at all. And anyway, I couldn't see anything wrong with the old 'photo booth' job. Which reminds me, the lease on the photo booth expires this week, so I'll be looking for new accomodation. I had my heart set on a rather spacious telephone box just round the corner, but then I found out it was phonecard-only. Always the way.

But on with the show, and I'll just have a quick rummage in the postbag. (Rummage.) Nya ha! Here, at last, is the second half of **Malcolm Goodman**'s *Variturbo*. Well worth the wait I can assure you. And what's this? A fab masked sprite routine, no less, from the amazing **Rick O'Neill**, wittily titled (or perhaps not) *Maskulinity*. (Help! I'm beginning to sound like Barry Norman.)

MASKULINITY

by Rick O'Neill

Right, hands up who knows what a masked sprite is. Hmm. Well, perhaps I'd better explain. You see, the trouble with ordinary sprites is that they tend to leave a trail of devastation behind them. Move them over a background of any kind and they'll tend to muck it up completely. Not so with masked sprites. These little devils cunningly keep a copy of whatever they pass over and replace it when they move on. They also have the advantage that you can see through them, where appropriate.

This is where Pitstop veteran Rick O'Neill's handywork comes in. He's done all the hard work for you, and has come up with a complete masking package which even boasts its own demo.

As you might expect, getting it going isn't going to be easy. On the face of it, this one looks like a straight 'type in the Basic, save it with SAVE "SPRITE" LINE 9800, and then type in the hex using the hex loader and save that after the Basic' job. And indeed it is. Do so, run it and you'll find yourself staring at the wonderful demo routine. This, however, is just a taste of things to come. The next step is to do your own thing with it, a much more tricky feat altogether.

The first step is to define your sprites, and store them in memory. They're stored upside-down (it sez 'ere), a row at a time, with two bytes for the sprite being followed by two bytes for the mask each time (the mask shows which sections of the background are to be blanked out and then restored each time the sprite is moved). The program also needs to store a copy of the background screen, so plonk one at any address that's a multiple of 256 by doing a RANDOMIZE USR 33316 (or 33327 if you've already stored one). The best way of doing all this is to make use of the relocation routine in the Basic program, which should explain it all miles better than I ever could.

Then poke in the X and Y coordinates and the sprite number (check out the Basic once again for details) and RANDOMIZE USR 32768 to set the ball rolling (or alien, spaceship, elephant or whatever). Alternatively, machine code fans can call Start Address + 4, with IX holding the address of the sprite information. The format is x-coordinate, y-coordinate, sprite number followed by three bytes used for information about the last sprite printed.

And if you can work out what's going on there you probably ought to be contributing to Pitstop yourself.

Basic Chunk

```
 100 REM
 101 REM SET UP THE SPRITES
 102 REM
 103 REM
 104 REM
 105 LET C=15: RESTORE 300: POKE
 23693,C: POKE 23624,C: BEEP .05
,40: CLS
 110 LET AD=33400: FOR A=1 TO 16
 120 POKE AD,119
 130 POKE AD+1,104
 140 POKE AD+2,0: POKE AD+5,0
 150 READ XD,YD: POKE AD+6,XD: P
OKE AD+7,YD
 160 LET AD=AD+8
 170 NEXT A
 180
 190
 200 REM
 201 REM PRINT OUR BACKGROUND
 202 REM
 203 REM
 204 REM
 205 PRINT AT 5,5;"YOUR SINCLAIR
 PRESENTS"
 210 PRINT 'TAB 6;"SOME MASKED S
PRITES!"
 220 PRINT ''''''" PROGRAM WRITTE
N BY RICK O'NEILL"
 230 PRINT ''"  SEE MAGAZINE FOR
 INSTRUCTIONS"
 240 FOR A=4 TO 8: PRINT AT A,4;
 OVER 1; INVERSE 1;TAB 28: NEXT
 A
 250 PRINT #0;AT 0,5; INVERSE 1;
" PRESS SPACE TO STOP. "
 260 REM
 261 REM STORE SCREEN AND
 262 REM CALL THE DEMO ROUTINE
 263 REM
 264 REM
 265 RANDOMIZE USR 33216: RANDOM
IZE USR 33239
 270 GO TO 10000
 290
 300 DATA -1,-1,0,-1,1,-1,1,0,1,
1,0,1,-1,1,-1,0
 310 DATA -2,-2,-2,2,2,2,2,-2
 320 DATA 0,3,3,0,0,-3,-3,0
 395 REM
 396 REM
 397 REM RELOCATION SUBROUTINE
 398 REM
 399 REM
 400 INPUT "NEW ADDRESS (32768):
 ";AD
 405 RESTORE 490: FOR A=1 TO 20
 410 READ PK,N: LET PK=PK+32768
 415 LET N=N+AD
 420 POKE PK+1,INT (N/256)
 425 POKE PK,N-256*PEEK (PK+1)
 430 NEXT A
 435 POKE 23693,56: BORDER 7: CL
S
 440 PRINT AT 0,0;"LOAD TO ADDRE
```

```
SS "|AD'' INVERSE 1;" IMPORTANT
ADDRESSES "
 445 PRINT ''AD,"PRINT SPRITE"''
AD+552,"SPRITE X"'AD+553,"SPRITE
 Y"'AD+554,"SPRITE NO."'
 450 PRINT 'AD+26,"START OF SPRI
TES"
 455 PRINT 'TAB 2;"SC=INT &START
 OF SCREENA/256"''AD+246;",";AD+
354,"SC-64"'AD+453;",";AD+461,"S
C"
 460 PRINT 'AD+448,"COPY SCREEN"
,AD+459,"RECALL SCREEN"'
 465 PRINT 'AD+471,"DEMONSTRATIO
N"
 470 SAVE "SPRT "+STR$ ADCODE 32
768,622
 490 DATA 7,436,11,440,40,108,51
 491 DATA 124,108,78,110,73,112
 492 DATA 68,114,63,116,89,118
 493 DATA 91,120,93,122,95,222
 494 DATA 444,308,124,427,317
 495 DATA 479,4,539,477,549,471
 496 DATA 2,552,26,558
9799 GO TO 10000
9800 CLEAR 32767: LOAD "SPRITE"C
ODE : RUN
9999 SAVE "SPRITE-DEM" LINE 9800
: SAVE "SPRITE"CODE 32768,622
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Chunk

```
32768 DD 21 28 82 F3 ED 73 B4 =1199
32776 81 FD 22 B8 81 DD 7E 02 =1078
32784 6F 26 00 29 29 29 29 29 =354
32792 29 11 2E 82 19 F9 DD 7E =855
32800 00 E6 07 87 4F 06 00 21 =490
32808 6C 80 09 4E 23 7E FD 67 =840
32816 FD 69 21 7C 80 06 20 D1 =890
32824 7A 53 5F AF EB FD E9 CB =1399
32832 3C CB 1D 1F CB 3C CB 1D =818
32640 1F CB 3C CB 1D 1F EB 72 =906
32848 23 73 23 77 23 10 E0 18 =603
32856 11 29 8F 29 8F 29 8F 29 =610
32864 8F EB 77 23 72 23 73 23 =831
32872 10 CD 18 70 4E 80 49 80 =764
32880 44 80 3F 80 59 80 5B 80 =823
32688 5D 80 5F 80 00 F0 00 00 =684
32896 00 00 03 FC 00 00 F0 00 =495
32904 07 5E 00 03 0C 00 0E AB =301
32912 00 04 02 00 1D 55 80 08 =256
32920 01 00 1A AB 80 08 01 00 =335
32928 35 55 C0 10 00 80 3A AA =702
32936 C0 14 00 80 35 55 C0 14 =690
32944 00 80 3A AA C0 16 00 80 =698
32952 1D 55 80 0B 01 00 1A AB =451
32960 80 0B 81 00 0D 57 00 04 =372
32968 E2 00 07 AE 00 03 0C 00 =422
32976 03 FC 00 00 F0 00 00 F0 =735
32984 00 00 00 00 D9 22 BC 81 =568
32992 DD 5E 04 DD 56 05 EB 7C =990
33000 A7 20 08 26 28 DD 7E 01 =633
33008 DD 77 03 5D 7C C6 A5 08 =931
33016 DD 46 01 DD 4E 03 78 B9 =899
33024 30 01 79 57 78 92 47 79 =715
33032 92 4F 08 57 D9 DD 5E 00 =852
33040 DD 56 01 7A FE C0 38 01 =933
33048 AF E6 C0 0F 0F 0F C6 40 =904
33056 AA E6 F8 AA 67 7A E6 38 =1329
33064 87 87 6F 7B E6 F8 0F 0F =1012
33072 0F 85 6F 31 7C 80 DD 75 =898
33080 04 DD 74 05 D9 CB 61 20 =895
33088 23 1A 77 1C 2C 1A 77 1C =425
33096 2C 1A 77 1D 1D 2D 2D 7C =461
33104 25 E6 07 20 0A 7D D6 20 =687
33112 6F 38 04 7C C6 08 67 5D =697
33120 7C C6 A5 57 79 FE 10 28 =1005
33128 01 0C CB 60 20 32 D9 D1 =820
33136 7B 2F A6 77 2C 7A 2F A6 =834
33144 77 2C D1 7B 2F A6 77 2D =872
33152 2D 7A B6 77 2C D1 7B B6 =1026
33160 77 2C 7A B6 77 2D 2D 7C =800
33168 25 E6 07 20 0A 7D D6 20 =687
33176 6F 38 04 7C C6 08 67 D9 =821
33184 78 FE 10 28 01 3C 47 81 =691
33192 FE 20 C2 3D 81 DD 7E 01 =1018
33200 DD 77 03 31 E4 7F FD 21 =1033
33208 3A 5C FB 21 58 27 D9 C9 =979
33216 21 00 40 11 00 E5 01 00 =344
33224 1B ED B0 21 00 E5 11 00 =719
33232 40 01 00 1B ED B0 C9 DD =927
33240 21 78 82 06 10 C5 CD 04 =711
33248 80 C1 DD 7E 00 DD 86 06 =1029
33256 FE F0 38 0A DD 7E 06 ED =1150
33264 44 DD 77 06 18 03 DD 77 =781
33272 00 DD 7E 01 DD 86 07 D6 =924
33280 10 FE B0 38 0A DD 7E 07 =866
33288 ED 44 DD 77 07 18 05 C6 =879
33296 10 DD 77 01 11 08 00 DD =603
33304 19 05 C2 DD 81 3E 7F DB =982
33312 FE CB 47 00 C2 D7 81 C9 =1267
33320 00 00 00 00 00 00 03 C0 =195
33328 00 00 0F F0 03 C0 1D 78 =599
33336 0C 30 3A AC 10 08 75 56 =517
33344 20 04 6A AE 20 04 D5 57 =652
33352 40 02 EA AB 50 02 D5 57 =853
33360 50 02 EA AB 58 02 75 56 =780
33368 2C 04 6A AE 2E 04 35 5C =523
33376 13 88 1E B8 0C 30 0F F0 =684
33384 03 C0 03 C0 00 00 00 00 =390
STOP
```

VARITURBO PT TWO

by Malcolm Goodman

Cor blimey – here, finalement, is the missing half of *Variturbo*. What's that, you ask? Well, it's Malcolm Goodman's corking saver/loader routine, that's what.

The massive list of numbers beneath is the hex, which should be typed in with the hex loader and saved after the Basic you typed in before. While you're at it, Malc informs me of a couple of minor modifications that need to be made to the Basic. In line 650 change 65250 to 65200 (twice), and in line 620 change the 65250 to 65200.

Once you've done this, the rest should be simple. The Basic program contains all you'll need to manipulate the routine to your heart's content. On running it you'll be given a demo to show you what's what, and then you'll be prompted for the various parameters the program needs to save your own code for you.

The results are impressive, so get to it.

```
65000 11 00 1B DD 21 00 40 3E =424
65008 FF 21 87 FE E5 21 80 1F =1098
65016 CB 7F 28 03 21 98 0C 08 =578
65024 13 DD 2B F3 FD 21 A2 FE =1228
65032 3E 02 47 10 FE D3 FE EE =1108
65040 0F 06 A4 2D 20 F5 05 25 =549
65048 F2 0B FE 06 2F 10 FE D3 =1041
65056 FE 3E 0D 06 37 10 FE D3 =871
65064 FE FD 46 00 0E 0E 08 6F =724
65072 C3 3C FE 7A B3 28 0C DD =1083
65080 6E 00 7C AD 67 3E 01 37 =628
65088 C3 5C FE 6C 18 F4 79 CB =1241
65096 78 10 FE 30 05 FD 46 02 =768
65104 10 FE D3 FE FD 46 04 20 =1094
65112 ED 05 AF 3C CB 15 C2 49 =968
65120 FE 1B DD 23 F5 CB 42 28 =1091
65128 06 FD 21 A3 FE 18 04 FD =990
65136 21 A2 FE F1 FD 46 06 3E =1081
65144 7F DB FE 1F D0 7A 3C C2 =1215
65152 33 FE 06 3B 10 FE C9 FD =1094
65160 21 3A 5C F5 3A 48 5C E6 =880
65168 38 0F 0F 0F D3 FE 3E 7F =755
65176 DB FE 1F FB 38 02 CF 0C =1032
65184 F1 C9 3B 1E 42 21 3E 1F =723
65192 31 19 00 00 00 00 00 00 =74
65200 11 00 1B DD 21 00 40 37 =417
65208 3E FF 14 08 15 F3 FD 21 =895
65216 9E FF 3E 0F D3 FE 21 83 =1119
65224 FF E5 DB FE 1F E6 20 F6 =1496
65232 02 4F BF C0 CD 63 FF 30 =1071
65240 FA 21 15 04 10 FE 2B 7C =745
65248 B5 20 F9 CD 5F FF 30 EB =1300
65256 06 9C CD 5F FF 30 E4 3E =1055
65264 C6 B8 30 E0 24 20 F1 06 =969
65272 C9 CD 63 FF 30 D5 78 FE =1395
65280 D4 30 F4 CD 63 FF D0 79 =1392
65288 EE 03 4F 26 00 FD 46 00 =681
65296 18 30 08 20 07 30 0F DD =403
65304 75 00 18 0F CB 11 AD C0 =741
65312 79 1F 4F 13 18 07 DD 7E =628
65320 00 AD C0 DD 23 1B F5 CB =1096
65328 42 28 06 FD 21 9F FF 18 =836
65336 04 FD 21 9E FF F1 08 FD =1205
65344 46 02 2E 01 CD 5F FF D0 =882
65352 FD 7E 04 B8 CB 15 FD 46 =1114
65360 00 D2 44 FF 7C AD 67 7A =1055
65368 B3 20 B7 7C FE 01 C9 CD =1179
65376 63 FF D0 FD 7E 06 3D 20 =1040
65384 FD A7 04 C8 3E 7F DB FE =1286
65392 1F D0 A9 E6 20 28 F3 79 =1074
65400 2F 4F FD A6 08 F6 08 D3 =1018
65408 FE 37 C9 FD 21 3A 5C F5 =1191
65416 3A 48 5C E6 38 0F 0F 0F =553
65424 D3 FE 3E 7F DB FE 1F FB =1409
65432 38 02 CF 0C F1 C9 B0 58 =983
65440 B2 59 CB 66 16 0B 02 05 =612
STOP
```

Sniff

That's your lot I'm afraid, key prodders. Until next month anyway. To tell the truth, I haven't actually got anything for next month, but anything could happen between now and then. Like, for instance, you finally completing your new wonder-program and sending it to... Jonathan Davies, Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. If it fits the bill, a fab prize could be yours!

Oh no, it's the awesome attack of the...

YS Reader's Games!



Here at YS, we've recently been engulfed by an astounding number of games that you, our lovely readers, have written and (if that wasn't disaster enough) sent in for our perusal. (Presumably so we could laugh at them as well. Ho ho, just joking.) Well, as you can probably imagine, at first we tried to ignore them but soon they were flooding in so fast that we just couldn't hold out any longer.*

So here, as a last resort (and we do mean last), is RICH PELLEY, who we've chained to a desk, and forced to play through your fine offerings to give us his 'expert' opinion. Take it away, Rich... (but don't say we didn't warn you).

**Nine, actually.*

Firstly, I'd like to say how impressed I've been with the standard of games you've sent in. But unfortunately I can't – 'cos they're all crap (hem). No, maybe that's a bit unfair. I was vaguely impressed with some (well, one actually). But the majority *were* crap, as you're about to see.

But before I get down to some serious slagging, perhaps you'd like to know (though I doubt it) how the professionals do their stuff. Y'see, writing a decent game ain't quite as easy as you may think. At a proper software 'house' (presumably a 'house' because they all live there or something) you have quite a few people working on the same game at once, all doing different bits and bobs. First, you'll find someone writing the code (the actual game) in machine code, probably using an assembler – all of which is very complicated and means you have to be extremely brainy to know what's going on. Of course, he won't be using a Speccy (seeing as it's terminally crap at this sort of thing), so a far more impressive computer which costs loads more and has lots more keys (and maybe even a pretty light if he's lucky) will be adopted instead, such as an ST. Basically this serves exactly the same purpose as our rubber-keyed chum, except that it's a little bit more user-friendly ('cos there's loads more memory) and, far, far more importantly, it looks a lot more flash.

As well as this, another arty-farty bloke (or indeed woman) will 'do' the graphics, whilst yet another writes a little ditty using lots of keyboards, funny black boxes and pretty lights (which is later ported into the Speccy). And, would you believe, it all costs rather a lot of money. Overall, I'd say (but don't take my word for it) that it takes around four months for everyone working full-time to write a game from start from finish – and some of them are still pretty naff after all that.

But why on earth am I telling you all this, you may well be asking. Good question. Why did I tell you that? Erm... Ah yes. Well, now you can see what you're up against when you try to write a game yourself. I mean, I'm sure that someone cramped up in a decaying bedroom with a cold cup of coffee in one hand and a copy of *Playboy* in the other (well, that's how I do it, anyway), frantically trying to write a game won't get very far, if you see what I mean. Which all goes to show, um, something or other. So there you go. Now you know.

'Ello, John, gorra new motor?

Still reading? Oh, good. Whilst sifting through the piles of games and things you've sent in I've (sort of) dropped them into three different categories. And here they are...

First, there are the ones that are crap on purpose. Y'know the sort of thing – *Advanced Yoghurt Carton Simulator* and the like. Then there are the ones which are meant to be taken seriously, but are crap all the same. And lastly, well, there are the ones which really aren't too bad. (Take *YS Capers*, for instance, which we featured on the Smash Tape last issue – a game written at home by a *YS* reader for a bit of fun and sent in to us just like all these other games, the only difference being that Damian Scattergood is, of course, a professional programmer on the quiet, so he was pretty well sussed up).

Not that any of this is at all relevant, of course. I just thought I'd stick it in so you'd think I knew what I was doing here.

THE SCORES ON THE DOORS

The usual scoring system seems a tad inappropriate here (seeing as it doesn't go below 'one'), so instead we've adopted a brand new one instead (ie I've just made it up).

Technical Ingenuity

Or 'How clever is the programmer?' Does the game boast wacky graphical routines, wizzy sound and decent playability? Or, erm, doesn't it?

Achievement

Did the prog achieve what it set out to do? Did it do a perfect job, or come a right old cropper in the process?

Fun

Is the game a laugh to watch and fun to play, or is it as boring as something that really is a bit on the boring side?

Crap Factor

Erm, yes... Nuff said.

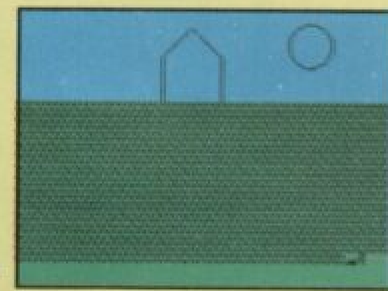
Overall

The overall mark is a sort of idea about how far the game would get if it was released at full price on a proper label – so it may get an extremely low mark even if I thought it was really good. If you see what I mean. Okay? (Just don't get hurt if I'm a bit nasty about your pride and joy – it doesn't make you a bad person or anything!)

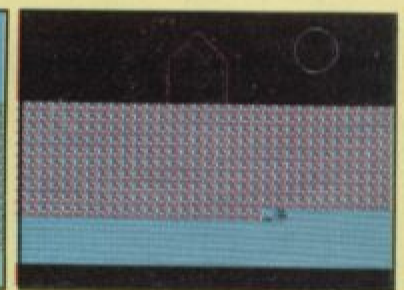
ADVANCED LAWNMOWER SIMULATOR THE TRILOGY*

**Except there's four of them, but y'know what I mean*

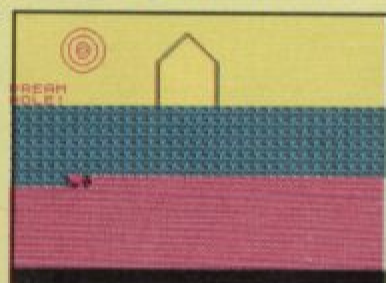
By Rodney Sproston



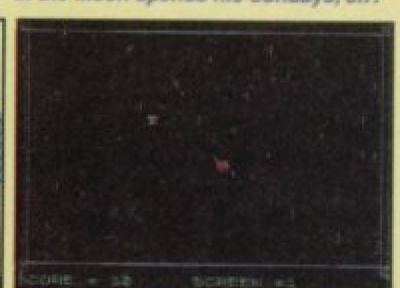
The original Advanced Lawnmower Simulator – a good idea at the time.



The, er, sequel. So this is how the Man in the Moon spends his Sundays, eh?



Aceeeeeed in ALS III. (But don't 'trip' over those rocks, ho ho!)



ALS IV – The Revenge Of Mow. Mmm, looks real mean, dunnee?

Advanced Lawnmower Simulator, eh? The game which launched a thousand clones (well, three, actually). Personally, I think that someone should shoot Duncan MacDonald, 'cos apart from being stark-raving mad (several sandwiches short of a picnic in fact) it was he who was responsible for the 'original' – initially Megagamed as an April Fool joke, then 'featured' on one of our Smash Tapes.

In case you were fortunate enough not to have seen it then come closer, gather round and I'll explain. According to the 'blurb', *ALS* is (and you may have guessed this already – the title gives it away a bit) "A powerful and accurate lawnmower simulator". First, you have to choose your mower from a choice of one (the other five are all broken) then "get to that grass". Simply press 'M' to engage the motor and away you mow (ho ho) – far less bovver than a hovver I'd say. Every few games or so, your mower hits a rock and blows up, killing you in the process – probably the 'highlight' of the game really. Um, what fun, eh, listeners?

But ruddy heck! It's the sequel (this time written by the infamous Rodney Sproston) – alien grass has invaded the moon and only one person can mow it down (ie you, you clot). A subtle change of background colours, a few stars and we're away – no probs. I love it.

Then there's *Advanced Lawnmower Simulator III* – while happily mowing away one day you accidentally stumble into a nightmare and your only solution is to mow your way out through the dream hole. A touch unoriginal, you may think (if rather spooky in concept – what is this man on?), but oh ho no – this one's vastly different. You have to press 'O' instead to turn on your motor. What joys!

Hoping I'd never ever have to face another lawnmower simulator again, I was less than pleased to find myself loading up *ALS Part Four – The Revenge Of Mow* (he's the chap who invaded the moon earlier on). Shortly after buying a new mower (the Wet Dream II from the previous game seems to have broken), all your money flies out of your pocket and into an empty field. You clumsy git! Now it's your task to simply run about picking it up, avoiding Mow (the scamp) and trying not to crash into the electric fence. Part Four sees a slight departure from the usual format though, as you can no doubt see in the screenshot. Yes, it looks exactly the same as *Crystal Quest*, an ancient game we have running on our office Apple Macs (but loads worse). Should you manage to pick up 25 of those '!' thingies, you get onto the next level which is, erm, exactly the same as the one before.

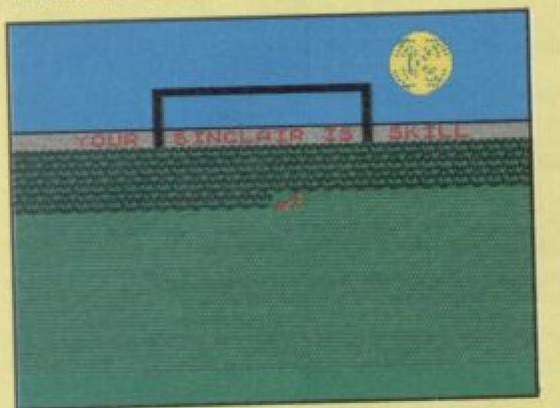
Well, what more is there to say? Utter crap.



FOOTBALL JANITOR

By Jake Dovey

Ah ha! *Football Janitor*, eh? Obviously some sort of crappy football game – ohhhhh dear. Well, let's look on the bright side, at least it's not another one of those pesky lawnmower simulators. (A few minutes into playing.) Hmmm – this is a bit odd. I can't seem to find any players to manage, any matches to play and there isn't a footie-ball in sight. In fact, there appears to be only one key in all. Oh no! I might have known! It's another one of those ruddy lawnmower simulators. Arrrrggghh (and various other noises of extreme agony)! I can't take it any longer. Please.... No more..... I'm still a child for heaven's sake...



No, no! Not a picture! Please – take it away! Please! (But thanks for the YS compliment anyway, Jake!)

VERDICT – 8°

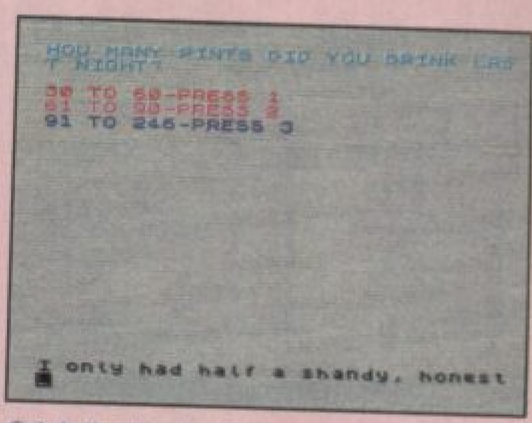
Technical Ingenuity	Achievement	Crap Factor	Fun
7°	91°	99°	75°

THE MORNING AFTER SIMULATOR

By Mega-Software Microcomputer Super-Products Incorporated – Chris Thompson, Major Programming Consultant; Paul Anderson, Graphical Technician; Michael Boak, Audio Technician; Andrew Wright, Ex Shop-Assistant And Overall Genius; Mark Liston, no police record (at all); and Ian Shaw, no Beatles records (at all)

Why on earth anyone would want to simulate the morning after eludes me completely, but these guys did (although I can't quite see why it took so many of them) and a fine job they did too. "Unlimited fun for all the family," quotes the introductory blurb and, believe me, it's fun, fun, fun all the way. Just tell it how many pints you drank last night (between 30 and 246) then sit back and feel extremely sick as the border flashes various ghastly colours at you. Should this get too much then simply press 'L' for the Alka Seltzer and all will be relieved. But whatever you do DON'T press any other key – otherwise it'll be the pink elephants for you. Ruddy heck!

I'm not quite sure how realistic this simulation is, though from extreme tests carried out last night I'd say that it's quite near the real thing. Ooh, my aching head...



Only half a shandy, eh? No wonder the screen looks so boring! (Right, I'm off down the pub – it'll be a darn sight better fun than playing this!)

VERDICT – 6°

Technical Ingenuity	Achievement	Crap Factor	Fun
13°	78°	97°	60°

ZX99

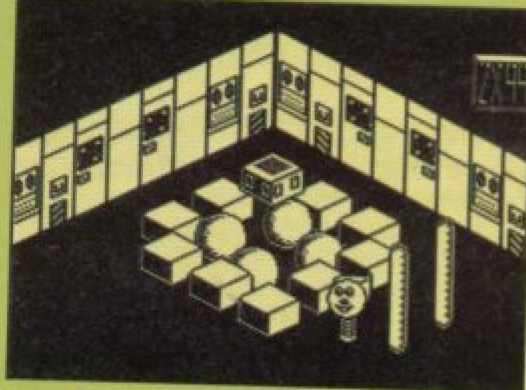
By Richard Mark Bacon

At last – a proper game to review. This one's been written with that *3D Game Maker* thingy by CRL, and quite a corker it is too. In fact, it's so good I really can't find any way to slag it off at all. Damn...

Here's the scenario. The year is 1999 and Uncle Clive's been brought out of retirement to design a new computer, the ZX99, which is now being utilised to control the Earth's new space defence bases. But in the tradition of Speccies all over the world, it has, surprise, surprise, gone wrong (probably because somebody wobbled the power pack or something). Tch! What to do, eh, viewers? But, wait, that's not all – it's also planning a laser attack on green and beautiful Mother Earth. Eek!

And only one man can save us. Unfortunately he's not available so we'll have to settle for Rick Hero instead – a cutesy little robot-type thingy who bears a uncanny resemblance to Zebedee from *The Magic Roundabout*.

Well, enough of that. As I've already said, *ZX99* was done on *3D Game Maker*, which, if I remember correctly, was rather user un-friendly overall (ie a bit crap to be honest). But Mr Bacon has certainly done quite an admirable job, taking into account the strict limitations he was faced with – graphics are nice 'n' cute and the playing area's pretty large (the idea being to get from one side of the circular space station to the other and destroy the computer). So full marks to him. And full marks to you at home as well if you got that question right – we'll be back after the break so dooon't go away...



Mmm. Suppose I'd better jump over those cubes and bounce all over the balls. Erm... boing boing.

VERDICT – 71°

Technical Ingenuity	Achievement	Crap Factor	Fun
85°	90°	9°	72°

SUBLIMINAL SUGGESTION

by John Lewis
£2.99 (incl *Horses* – see next page) from 157 Hamilton Avenue, Tolworth, Surrey

Hooray! Civilisation as we know it (Jim) is going to change – and it's all due to this very program. No longer do you need to diet to lose weight, nor turn into a goo-dribbling wreck trying to give up smoking and drinking. Nope, kick that stress straight out the back door, relax and be happy, that's what John Lewis advises. And at the tidy cost of less than three quid for his handiwork who could disagree with the cheeky chappy?

It's all a bit of a cinch really. Simply stare at your telly for a few minutes at this trippy-coloured circle while strange messages flash up in front of you. And that's it. Simple, eh? You'll then be able to go away and relax (man), give up drinking and smoking or whatever you desire. Brill or what? And should you get bored of staring at a circles, then you can, of course, stare at squares, or stars, or a variety of other things instead.

"Sounds like bit of a con to me," you may well be thinking. But no – it really works. 'Honest'. Here's Mr Lewis to tell you why...

"Y'see, it's all to do with subliminal perception – which (as if you didn't know already, ho ho) is the perception of stimuli too weak to be specifically apprehended but strong enough to be influential on the mental processes. What this means is that a sound that's lower than we can consciously hear, or a message that flicks up on the screen quicker than we can consciously see, is never-the-less impressed on the inner, unconscious mind. And that makes us feel like following the subliminal message." And there you go. Just the ticket. Order a copy today!

(The only problems are, first, that the stimuli *aren't* weak enough to be scientifically apprehended because even though they flash up on the screen very quickly anyone can read them and, second, that it doesn't actually help you do any useful things – like score with chicks, say. Still, a brave attempt.)



Multicoloured Polo mints from Hell! (And this is supposed to make you relaxed!?)

VERDICT – 20°

Technical Ingenuity	Achievement	Crap Factor	Fun
84°	69°	99°	19°

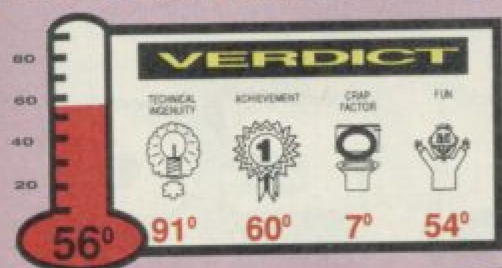
EXOFOX

By Robert Glavas

Hmmm. Very strange. I'm a bit miffed about this one. Y'see, it's very well programmed indeedy – in 100% pure machine code with some nifty effects (like a clever loading screen) and this kooky graphics system (Matrix-Tech-Scape) which allows the landscape to be rotated. V impressive. But as for the actual game, well, it's a bit of a non-starter really. You're this little spaceship thingy and (without going into the hefty plot), you've basically got to fly to a moon, and then to a missile-silo jobby blowing up lots of things on the way. Yes – the graphics are very nice, but overall the game really is a bit useless. There's very little to do except shoot these circle thingies. Very impressive technically, but all too boring, I'm afraid.



Pretty fancy screen, eh? (And that's one good reason why the crap gameplay's so irritating.)



FILECARD

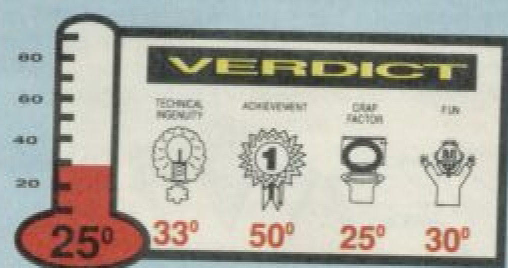
By Paul Golledge and Jeremy Jenkins

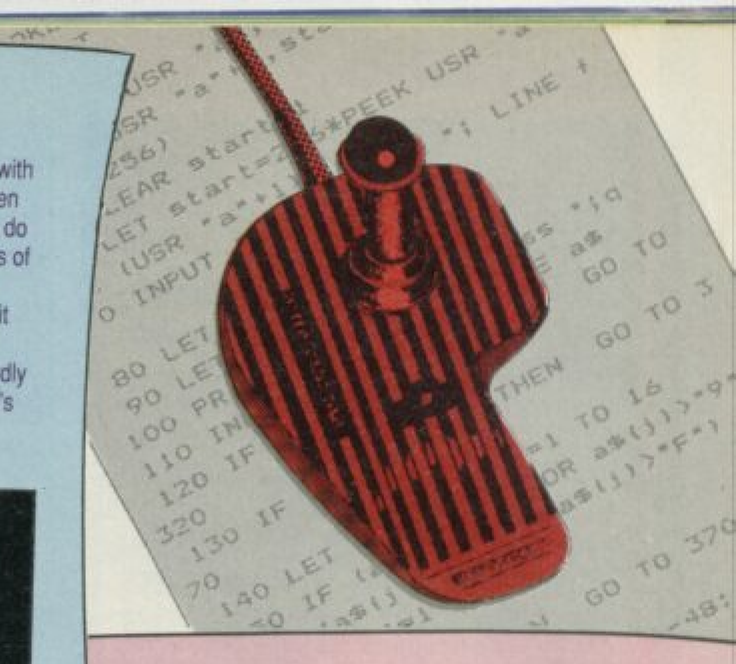
Should you ever want to print out little card jobbies with the names and details of all your chums on them then *Filecard* could come in very useful – it allows you to do just that, and all with the greatest of ease. File in lots of different cards and you can view them, print them, change them or save them to tape for a rainy day – it really is too gripping to imagine.

Hmmm. There's not really much more to say. Hardly a major achievement in the world of programming (it's very simple and written in BASIC), but it serves its purpose so I suppose I can't slag it off too much.



Filofaxes? Pah – thing of the past. I've got my very own Speccy Filecard*!*





GODS

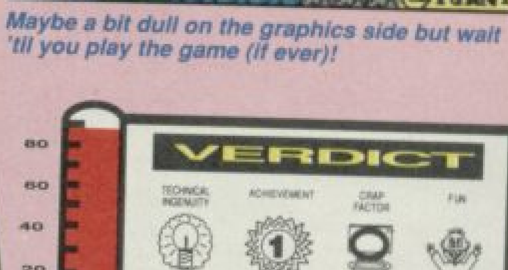
By Julia and Simon Barnsley

"*Gods* is unlike any other game that has ever appeared on the market," claim its authors. "Sure," I thought, assuming it'd be a complete pile of crud. But I was wrong. *Gods* is in fact alarmingly good. It's a strategy game by the way, and I must admit I didn't find it particularly easy – probably because, apart from the fact that it is quite hard, I'm terminally crap at this sort of thing. But I still liked it all the same, and that's gotta say something.

As with most strategy games, the idea's to get as powerful as possible and, well, win the game. This one's a multi-player number as well (up to five, I believe), and this time you're all gods. The idea's to score more glory points (in a specific number of turns) than any of your player-chums. You do this by way of heroes, who you can influence to help you – to kill monsters and carry out quests to pile up your points. The one with the most points wins! Hurrah! This may seem a trifle complicated though, probably because it, erm, is. Graphics and sound are a little bit naff, but that's not what a strategy game's all about, is it? Nope – it's playability that counts, and this one's got it coming out of its ears. Apparently it's taken seven years to write, and it really is quite amazin' for a home-grown effort. (By the way, the authors are looking for someone to publish it, so come on, you software houses out there, get to it and snatch this little baby up before someone else does – it could well be a winner!)



Maybe a bit dull on the graphics side but wait 'til you play the game (if ever)!



HORSES

By John Lewis

(Available on the same tape as *Subliminal Suggestion*)

As if we weren't spoilt enough already by finding a permanent solution to the world's problems, simply flip the *Subliminal Suggestion* tape over and you can become an instant millionaire. No, really, 'tis true. All you have to do is buy a copy of *The Sun*, find a suitable horse race and tell this ingenious little program which horses are racing – hopefully you'll then be told which one will win. Then quickly mortgage your house, sell your belongings, draw your life savings out of the bank, pop down to the local betting shop and place all your dosh on that very horse. Blimey! Wealth beyond your wildest dreams! What could be more simple, eh, readers?

However, being rich can soon get rather tiresome, so you'll probably want something to while away the hours with in between counting your vast amounts of dosh. And would you believe it, once again John Lewis has got the perfect solution – 'cos you can also play *Horses* as a game.

Anybody seen those games you sometimes find at the end of piers where you bet two pennies on which colour horse will win as they all charge along this little track thingy? Oh, you haven't. Well, they used to have one at Weston-Super-Mare anyway. Okay, back to my point – the same sort of thing goes on here. First, carefully examine the predicted ground conditions and strategically choose which horse you think will win (ie hazzard a complete guess). Then bet between a quid and a fiver (of your starting 30 quid) and prepare to race. Each horse takes it in turn to jerk along a few steps at a time as you shout hopelessly for your horse to win. If your horse comes first or second, you win, otherwise you, um, lose. Believe me – the suspense is quite unbearable.

Ho hum. As with *Subliminal Suggestion*, *Horses* serves its purpose (even if a little BASICally), and at a mere three nicker for the pair we're talking barg city here. I can't say I really feel any different after playing *Sub*, and *Horses* was all too much of a waste of time. But if these types of thing appeal to you then they could (perhaps) be worth a look.



And guess which horse I just put my money on. Okay, I'll give you a clue – it's grey and it's last. (Mmm. Pity I just bet my home, my savings, my wife and my children on it then, isn't it?)



Well, what an excruciatingly brilliant feature that was, if I do say so myself – so good, in fact, that we'll have to do it again sometime. So if you've written a game or something (preferably not another one of those pesky lawnmower simulators though, and not just some utility or display – send them to JD's *Prog Pitstop* instead) and you're ready for some constructive criticism (ie a right slagging-off), then send it to me, Rich Pelley, at the Crap Game Corner, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And no doubt it'll appear in the hallowed pages of a future issue of this fine publication. Byeee!!!

Accolade
£9.99 cass/£16.99 disk



Jackie

NEEEEEOOOOOWWWW!!! "And ... here... comes... Jack The Lad, Jack The Lad zooming into the hairpin bend on her Honda 150." EEEEEEEOOOOWW!!! "Oh, and... there... goes... Jack The Lad, just watch her shooting through the chicane at breakneck speed!" SCCCRRREEEECH! CRAAAAASSHH! "Oh... and there's Jack The... And she's, er... uuuuuurgh."

Motor cycle racing, eh, readers? There's nowt to beat it – the thrills, the spills, the sitting astride a throbbing machine in your pervy leathers, whizzing down an open road with the sun in your face and the wind in your hair. Shame about *The Cycles* then, 'cos this latest motor cycle racing sim from Accolade has got more in common with a bone-shake round the park on your sister's Raleigh Esprit than a swift spin round the hairpin bends of Brands Hatch! Hrumph.

That's not how things are supposed to be of course. No, in *The Cycles* the aim of the game is to whiplash round eight authentic Grand Prix circuits in the hope of becoming Motorcycling Champ of the World. But flippin' heck, even before you can rev up and speed out onto the track you've got to



This is your little radar-type thingie. It lets you suss out where you are on the course in relation to the bends and other riders.

Red... red... green... GO!! (If you can suss out the steering that is.)

You astride the chassis of your, ahem, 'mean' machine.

Speed indicator. Oh dear, we're not picking up many revs here, are we, Spec-chums?

Lap time and position in the race. Lucky there's still a long way to go!

THE CYCLES

plough your way through the usual barrage of 'options'! You know the sort of thing... What kind of race – Practice, Single or Championship Circuit? What kind of difficulty level – Beginner, Levels Two, Three, Four or Pro? What kind of mean machine...? And so on.

Finally, of course, you do get to hit the tarmac, straddled across your bike viewing the track from a first-person viewpoint, which, I must admit, works very well – it certainly makes a change from the usual overhead or view-from-behind perspectives you normally get in these kinds of games. But what follows as you actually begin to manoevre (or try to manoevre) your mean machine around the course lets the whole show down. The simple Left/Right/Brake/Accelerate control system for steering the bike is just so heavy and lacking in a centralising force that it makes the game virtually unplayable.

Imagine, there you are accelerating away from the starting line, with the screen scrolling smoothly towards you, the sun in your face, the wind in... *(Yes, yes, get on with it! Ed)* when you see a sharp right-hander approaching on the course map that charts your progress in the top left-hand of the screen. Yikes! Better move over to the left so I can slip smoothly through the bend, you think. Just a quick tap on the Left control and... aaargh! You're right out on the grass verge! Quick, move right to get back on the track. Double aaargh! You're now skidding all over the grass verge on the other side. Basically, you end up spending the rest of the race continually toggling Left and Right to make your wibbly way through the course. Double triple aaargh!

A responsive steering system is the major element of any racing game. *The Cycles* doesn't have one. And what that means is that all the other good elements, like the smooth scrolling, the way you can keep an eye on the other competitors with the on-screen 'radar' map, and the variety of races and skill levels you compete at, are totally redundant. Nope, stick to your Raleigh – at least you'll be able to go in a straight line!



Erm, and this is the 'AFTER having steered gently round the approaching bend' shot!' Ho hum.



Right, into the race proper, and here's a super 'BEFORE attempting to steer gently round the approaching bend' shot. Lovely, eh?

80
60
40
20
53°

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
57°	53°	43°

DIAGNOSIS

A motorbike sim with such a wobbly steering system you'll probably feel sick after playing it!

INSTANT APPEAL 51°

YS BACK ISSUES

Gaping holes in your *YS* collection? Gaping holes in your knowledge? Or do you just fancy a darn good read? Whatever the reason, you too can join Speccy owners all over the world who've discovered that ordering a *YS* Back Issue (or two, or three...) is a seriously good idea. Just tick the form for the ones you want, bung it in an envelope (with some money) and send it off. It really is that easy.

1986

1 JAN '86 SOLD OUT!
2 FEB '86 The second ever *YS*! With a *Young Ones* spesh and an interview with Matthew 'Willy' Smith.
3 MARCH '86 Yucky *V* cover, ideal for scaring your little sister!
4 APRIL '86 A truly historic ish, with a Spectrum 128 review. Check out the *Art Studio* guide.
5 MAY '86 The Man with the Beard's first appearance.
6 JUNE '86 Guide to wazzy hardware. One to have.
7 JULY '86 The Speccy music scene you never thought existed.
8 AUG '86 Type in the Trainspotter Game!
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1987

13 JAN '87 A real porker of an ish. Lots of brill things!
14 FEB '87 Lots of crummy *Short Circuit* puns, and a hardware special to boot.
15 MARCH '87 Everything you wanted to know about Speccy sports, and lots you didn't.
16 APRIL '87 Really interesting guide to modems.
17 MAY '87 SOLD OUT!
18 JUNE '87 SOLD OUT!
19 JULY '87 The +3 gets the once-over.
20 AUG '87 *Program Pitstop* – the first ever, and it's a scorcher! (Aren't they all?)
21 SEPT '87 FREE! *Jack The Nipper* wibbly thing!
22 OCT '87 *Batty* – it's brill and it's FREE!
23 NOV '87 SOLD OUT!
24 DEC '87 *Play For Your Life* – fab free game!

1988

25 JAN '88 FREE!! *Moley Christmas* game and a hunky *Masters Of The Universe* cover.
26 FEB '88 FREE! Stylish *YS* badge – which one will you get?
27 MARCH '88 Definitely one worth having – another hardware spesh.
28 APRIL '88 *Karnov* Megapreviewed! *Advanced Lawnmower Simulator* Megagamed!
29 MAY '88 Pervy *Vixen* cover – stick it up! And don't panic – there's a FREE game (called *Don't Panic*).
30 JUNE '88 Yuck! There's blood 'n' pork all over the cover – *Psycho Pig* rules! And *People From Sirius* – a fab FREE game.
31 JULY '88 Breakfast Frontlines – a one-course surreal cereal serial.
32 AUG '88 FREE! Smash Tips! Part One and Two! A must for, well, everyone.
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1989

37 JAN '89 Awesome pull-out maps book, and *Movie* for FREE!
38 FEB '89 *Alien Evolution* stuck on the front, and a thing about the PC 200. (What's that?)
39 MARCH '89 *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story.
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44 AUG '89 *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE!
45 SEPT '89 *Dream Warrior* on tape. And is this Sinclair Magnum Light Phaser thingy any good?
46 OCT '89 *Vatman* – it's brill and it's FREE! Plus a joystick update.
47 NOV '89 *Flashpoint* and *Power Drift* demo on the fab Smash Tape.
48 DEC '89 *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! You'll be struggling to lift it!

1990

49 JAN '90 So what's on the tape? *N.O.M.A.D.* & *Bulbo And The Lizard King*, that's what, and there's another fab *YS* Photo Luuurrve Story.
50 FEB '90 Fiftieth birthday ish, with *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape!
51 MARCH '90 *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review.
52 APRIL '90 FREE *Dizzy* & *Lords Of Chaos* demo! Plus a chap with a big chopper on the cover!
53 MAY '90 The *YS* map of the world. *Samurai* on the tape, a *Scramble Spirits* demo and introducing our *YS* SAM Surgeon.
54 JUNE '90 *Ballbreaker II* and a *Pipe Mania* demo for FREE! Brand new *How 2 Hack* column! *Lords Of Chaos, Bloodwych* & *Pipe Mania* Megagamed!
55 JULY '90 Bumper giveaway ish! FREE *Tipshop Tiptionary* booklet, heaped full of hints! PLUS! FREE *Fernandez Must Die* and *YS Capers* games! PLUS!! Bloomin' mammoth *Sim City* Megapreview!

FREE! FREE!! FREE!!!

Being the spontaneous and terribly generous people we are, we've decided to make you a bit of an offer. Order the complete set of Smash Tips (found in issues 32 to 36) and we'll give you a FREE binder to keep them all in! No, really! It's worth £2.99, and it's fabulously groovy. You'll see. Just tick the box at the bottom of the coupon...

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We are not a bunch of loonies." Who speaketh thus? The members of the Jeffrey Archer Fan Club? No, it's **The Masters Of The Unhuman Eliminators Group** from somewhere in Rochford, Essex. They make their bold claim to sanity because, with a name like that, I accused them a few months ago of perhaps not having all their marbles. Not true, they say, though their claim to sanity is somewhat undermined by the fact that they asked me to write back to them with vital information but didn't enclose an sae or even put their address anywhere in the letter. I rest my case.

The vital information is a message for Jim Magee of Glasgow, who they say they wrote to several yonks back but still haven't had a reply from. If their letter to me is anything to go by I'm not surprised. They also ask for assistance on a golden oldie called *Ocean Dancer* – how to get Del (Trotter?) or any of the other sons (Rodney?) to follow or join you. I've combed my files (and even filed my combs), but can't come up with this title anywhere. If anyone's got any help for the UE Group they can write to them at... at... erm...

Zenobi Software, in the cuddly shape of John 'Poser' Wilson, is trying even harder to take over the adventuring world. Games are coming out on the Zenobi label faster than... erm, a very fast thing indeed – like the editor on his way to the pub... and that's fast! Anyway, chucks, a strange rumour reaches my ears that the long-awaited, probably best and most eagerly-sought adventure in the history of history, the wild and whacky *One Of Our Wombats Is Missing*, written by famous backwards backwoodsman Ekim Drarreg, could well be on a cassette near you very soon... in fact, maybe even by the time you read these very words... and you're reading them faster than I can write them, so slow down! I'd be able to give you an exact date, but John Wilson refuses to tell me when it'll be. And I'm the author! Cripes. Let this be a warning to you about what happens when you're famous enough to get your game published by a top-notch company like Zenobi.

I also can't write back to **Phil Hayes** at Tooley, who asked for a solution to *Heroes Of Karn*. The reason, when I've sent *Karn* freebies out by the bucket-load, is that this flash so-and-so went and faxed his request to me! All I know is his fax number and down here in my lo-tech adventure dungeon I don't possess such things as fax machines, and even if I did I wouldn't use this expensive gadget to send something that could just as easily be posted.

Phil also didn't improve his chances by calling me Mike Gregory. Now I do understand you mistaking me for that handsome blond rugby league international, but I'm afraid you've got the wrong chappie. Gerrard's the name. Still, Phil did send in some help on what he's managed so far with Covergame *Heroes Of Karn*, so ta very muchly. Near the start you'll need to REDNIT HTIW SAG THGIL, then soon afterwards GORF EHT SSIK. To get the money ELBIB HTIW THGIWORRAB LLIK. And when locked in the dungeon? DRAUG OT YENOM EVIG.

...Other Zenobi releases in the pipeline, or which have just popped out of the end, include *The Lost Temple Of The Incas, Behold-Atlantis, The Legacy, Jester Quest, Murder Hunt '89, Murder Hunt 2 '89, The Pendant Of Logryn* and one I'm particularly pleased to see, Mark Cantrell's excellent *Diablo!* Mark originally put this out himself and I gave it oodles of praise, but then it was switched to Global Games who withdrew it after loading problems on some copies. Now the probs have been sorted and the release by Zenobi should bring it the wide audience it deserves.

Zenobi's other plans, though these aren't definite yet, are for a +3 compilation disk, and maybe a new game from Alan '*Runestone*' Davies. There could also be a second *Best Of The Indies* tape, due to the success of the first, and if you ain't got that yet where have you been the last few months?

Details from Zenobi, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

The previously-mentioned **Jim Magee** lives at 9 Kingscliffe Avenue, Kings Park, Glasgow G44 4JW and needs your help on *Frightened Fantasy* (how to get rid of the beggar) and *Quest For The Golden Orange Peel* (where to go after the obelisk). Any offers? Jim's also been playing *Magnetic Moon*, which he says is a "super game, dead logical". So there.

What everyone seems to have been playing is *Agatha's Folly*, which is not surprising as it's a great adventure, probably Linda Wright's best ever (and published by Zenobi Software, hurry while stocks last). Linda recently said that she'd never have finished writing this if I hadn't bullied her into it, and I'm glad I did. The question is, how can we persuade her to write another one, now she's into those PBM thingies?

Sharon XXXX Harwood of Southend has solved it, says it's the best game she's done to date, and has sent in some tips on it. To find the trowel – HCNEB REDNU KOOL. What to do with the dirt in the folly? LEWORT HTIW EPARCS. To complete the first part you must LATSYRC NO DNATS and then you'll need to do a bit of decoding, using the sampler as a clue. In Part Two, to cure the infection SEVAEL HTIW DNAH BUR. And to enter the cave EYE EULB HSUP then EYE DER HSUP. Sharon also asks what I think about rejoining the Adventurers Club Ltd. My reply is, of course,

Last month I mentioned Tilt Software's snappily-titled *20 Character Sets* program, which gives you 37 new character sets for your Speccy. What? No, just joking, it does give you 20 of the little blighters. Author Colin Joyce now tells me he's smartened up the screen presentation, although it looked smart enough already to me, and also has a new option to load any of the sets into Gilsoft's *PAWS*. It's still £2.99 to you, squire, from Tilt Software, 14 Trasna Way, Lurgan, Craigavon, Co Armagh BT66 8DL, Northern Ireland. Hmm, I'll have to see if Colin can be persuaded to knock a bit off the price for one of me coupons, yeah?

NTURES

by MIKE GERRARD





unprintable.

Anyway, back to *Agatha* and another of her fans, cuddly **Jill Carter** of Sheffield. Jill's all but solved the first part and sent in the following couple of hints. To get into the generator building – PIRGRIAH EHT HTIW KCOL EHT KCIP. Once inside you'll find something you can use to get the metal gatepost. But, says Jill, in another of Linda's games, *The Jade Stone*, where do you get the money to buy the thread from the pedlar? Why don't you REKAB OT SEKAC LLES? By the way, if you just SEKAC EVIG you get nothing for them – but when did you ever hear of a Yorkshireman (or 'woman) giving something away?

Mark Foster of Colchester asks how you use the boat after repairing it in *The Golden Mask*. First, TAOB RETNE, then you need a quick look at the VOCAB command to see that you've got to EKAL SSORC.

Gavin O'Kelly writes from Dublin with oodles of questions but no sae. He shouldn't be having problems with *Harvesting Moon* anymore – the last ish should have come to his rescue on those. But in *S*M*A*S*H*E*D* the password is LEWOB, which I'm definitely printing backwards, and to deal with the grenade you must NIP TRESNI (which you find in the jeep, TAES EHT REDNU). In Arthurian *Eureka* the tune you need is KCOR ESUOHLIAJ. In order to muffle the noise of your digging in World War II *Eureka* you should DROCER A YALP. First you need to find one, of course, so it will help if you SETALOCOHC EVIG.

A simple request from **Ian Goodfellow** of Stroke City, Northern Ireland (otherwise know as Londonderry/ Derry). No adventure questions, apart from a demand for more space, but he does want want me to say "Hello!" to his strangely-named friends – Annie No-Surname, Paul Cook, Milan Graff, Stephen Wilson and the extremely unlikely Doughy McPherson.

Paul Hiles of Aylesbury just wants to see his own name mentioned. Now look, you lot, this is not a request programme, this is an adventure column, and there's no chance I'll mention those names so bog off.

Larry Horsfield of FSF Adventures (Fantasy and Science Fiction, fact fans) has another release due out soon – soon, that is, as he's finished play-testing Part Four. This lengthy quest will be called *The Axe Of Kolt*, and as before will be in 48 and 128K versions. One difference between the two is that what you get as storyline/plot in the 48K loader program is all gameplay in the 128K version. Yikes! There's also a £50 prize competition if you can track down the adventure-related names hidden in anagrams throughout the program. No rush, closing date isn't until 30th May 1991, but you'll need all the time you can get as the fastest possible solution to the larger game works out at 1,200 moves! Blimey O'Reilly. Cost is three quid, from 40 Harvey Gardens, London SE7 8AJ.

Hey, my enigmatic little cherubs (and cherubettes), the enterprising publishers of tape magazine *Enigma* have signed up that ever-so-spiffing adventure *Jekyll And Hyde* – you remember, the first-ever 'Indie' *YS* Megagame. Thanks to original publishers Zenobi (er, well, semi-original, after the original originals, Essential Myth, closed for repairs), *Enigma* will be carrying the three parts of this adventure on its issues number seven, eight and nine. Seven's already out... and check out the lurking coupons on a page near you in this very ish. If you can't find it, bung £1.99 in the general direction of *Enigma*, 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR.

MINDFIGHTER – THE SOLUTION

The first person in the western hemisphere to complete *Mindfighter*, that exciting and very different game from Abstract Concepts, was good old **Mark Evans**. Well, he was the first person to send in a full solution to *YS* at least. I mentioned his epoch-making feat a few issues back, and it's obvious loads of you are so stuck in this game that you want the full low-down. So here it is, but first...

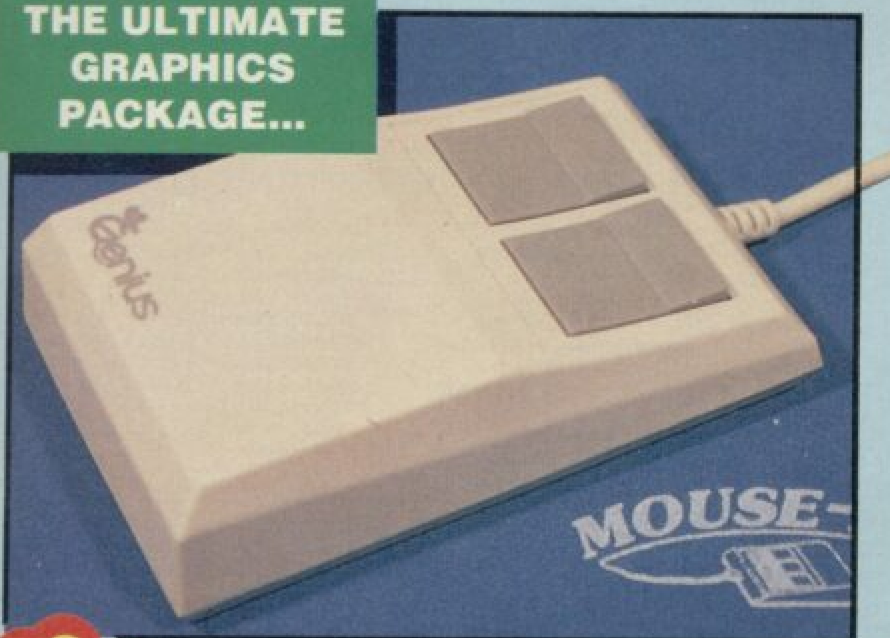


Remember that reading a YS adventure solution can seriously damage your adventure-playing, so don't read on unless you really want to know!

Admin storage room See *Shelves*.
Alison Say "Yes" when she asks you a question – you will need her undivided attention later.
Apple (in store room) Eat it.
Basement See *Pipes*.
Bathroom Open cabinet to find packet of pills, soap and towel.
Bargate Scene of public punishments.
Barren park See *Blanket* and *Newspaper clippings*.
Barren parkland Start of Part Three. See *Moss* and *War memorial*.
Blackened metal Examine it.
Blanket (in barren park) Wear it.
Bottle (in medical room) Eat penicillin capsule inside it to restore health.
Brass key In waste tip building. Locks door in same location. See *Cobwebs*.
Bright light Head south towards it. Use no other direction.
Cabinet See *Bathroom*.
Canvas bag Start of Part Two. Ignore it.
Cardboard box (in lounge) Take file from box, and see *File*.
Cell One East from Sector Seven. Needs keys. See *Jimmy*.
Cell Two Empty, ignore it.
Cemetery See *Wood*.
Chair (in lounge) See *Matthew*.
Chisel (found at baths) See *Step*.
Clothes Keep everything you start with, including coin and lighter, or you will be stuck in the future. See *Ruined bedroom*.
Coach station See *Vehicles*.
Coat See *Lighter*, *Coin* and *Clothes*.
Cobwebs (inside waste tip) Break them to find brass key.
Coin No use. See *Coat* and *Clothes*.
Crumbling avenue See *Blackened metal*.
Crates See *Docks*.
Daryl See *Snowstorm*.
Dead rat No known use.
Diagram (in small hall) Read it.
Docks When ship arrives at docks go to crates and change to an eagle. See *Trance*, *Eagle* and *Yabushi's cabin*.
Document See *Shelves*. Read it.
Dog (found at rubble path) Give it to foxes at crates.
Drip See *Trance*.
Drum (in store room) Ignore it.
Eagle You do not have to give commands once you are the eagle – just change (see *Trance*) when you are in the right places and it will do the rest. See *Fence*, *Grilles* and *Docks*.
Easel (in Robin's bedroom) Ignore.
Envelope See *Kettle*, *Photo* and *Letter*.
Fence (electrified) Do not attempt to touch, cut or climb. When you have destroyed the ship go to any section of the fence and fly over it (see *Trance*).
File Examine it a few times and an envelope falls out.
Foxes See *Dog*.
Gas mark See *Shelter*. Wear it to enter gas wasteland.
Gas wasteland Must wear gas mask. Location of steel rod.
Glass fragment Forget it.
Going home See *Clothes* and *Ruined bedroom*.
Grilles From Part Two, at start, go E, W, change into eagle (see *Trance*). You are now in the ventilation system. Don't go north or south. Go W, N, N. Change into eagle here and you can enter medical room to the east (see *Uniform* and *Bottle*). Go west back into vent, S, W, W, E, N and change into eagle once more.
Guards Avoid unless wearing uniform. See *Medical room*.
Harry Ignore.
House rubble Go up into ruined bedroom. See *Ruined bedroom*, *Tag* and *Twisted metal*.
Helen See *Letter*, *Phone number* and *Photo*.
Interrogation rooms Ignore.
Jeans See *Clothes* and *Ruined bedroom*.
Jerry can In shelter. Contains petrol.
Jetty Where you land after leaving ship.
Jimmy Open first cell and he'll thank you. Don't wear uniform.
Kettle Press switch, wait, steam envelope. See *Phone number*.
Keys (in guard's rest room) Unlock all doors.
Killing Ayatola After phoning Helen (and after Matthew has had his idea) return to lounge, sit and wait until nine o'clock or until the end of the game, whichever is longer. At that time, if everything has been done correctly, he will die.
Kitchen Ignore all except kettle.
Letter About Helen.
Lighter (in coat pocket) Don't drop it. See *Yabushi's cabin* and *Ruined bedroom*.
Lounge See *Television* and *Cardboard box*.
Magazine See *Shelves*. Read it.
Main hall See *Portrait*.
Main kitchen Ignore.
Matthew Must be watching news to get an idea. Sit in chair and wait. See *News*.
Matthew's bedroom Ignore.
Medical room See *Grilles*, *Uniform* and *Bottle*.
Moss Ignore.
News On TV at 6pm.
Newspaper clipping In barren park. Read it.
Officer Avoid unless wearing uniform.
Old wall Location of rag. See *Yabushi's cabin*.
Page See *Shelves*. Read it.
Parchment See *Shelves*. Ignore it. Written in Chinese.
Park remains See *Blanket* and *Newspaper clipping*.
Penknife Ignore.
Petrol In jerry can. See *Yabushi's cabin*.
Phone number Ring Helen after news. Go to phone in hall, dial 0101 725 1426 (examine envelope to find number), then return to lounge and sit. See *Killing Ayatola*.
Photo Photo of Helen.
Pills See *Cabinet*. In packet, eat when tired.
Pipes (in basement) See *Valve* and *Wire*.
Pliers Cut wires on generator – wires are in the same location.
Portrait (in main hall) Can examine it.
Professor Fergere No importance.
Rag See *Old wall* or *Yabushi's cabin*.
Ring See *Clothes* and *Ruined bedroom*.
Robert Ignore.
Robin's bedroom See *Easel* and *Wardrobe*.
Rubble (in civic centre) Examine it. See *Shelter*.
Ruined bedroom To go home you must have the coin, lighter (in coat pockets) and be wearing shoes, jeans, sweatshirt, boxer shorts, gold ring and coat. You must not be carrying anything you found in the future. Then enter trance.
Ruined building Has steel tub with water. See *Water*.
Ruined shops Location of wrench. See *Wrench*.
Samurai sword The best weapon, found in Yabushi's room.
Shelter Down from rubble.
Shelves In admin storage room.
Ship Yabushi's ship, arrives at 3pm on Wednesday June 30th at the jetty. See *Docks*.
Shoes See *Clothes* and *Ruined bedroom*.
Shorts See *Clothes* and *Ruined bedroom*.
Sign One (on fence) In Chinese, incomprehensible.
Sign Two (in ruined flats) Says "Golden Grove".
Sign Three (on wall in Sector Three) Read it.
Small book (in hallway) Ignore it.
Small hall See *Diagrams*.
Snowstorm Found in waste tip building. Give to Daryl.
Soap (in bathroom) You can wash your hands with it (if you like).
Steel rod (in gas wasteland) Second-best weapon.
Step/Stairs In waste tip building. Loosen while carrying wrench and chisel.
Store room See *Drum* and *Apple*.
Sweatshirt See *Clothes* and *Ruined bedroom*.
System building To enter see *Grilles*.
Tag Read it.
Tall guard Avoid unless wearing uniform.
Television Turn it on. See *Matthew*.
Towel (in bathroom) Ignore.
Trance To enter a trance – inhale, hold breath, exhale. Repeat this to leave trance. While in trance, PORTRAY EVENTS THROUGH EYES. To change into an eagle METAMORPH INTO EAGLE while in trance. See *Eagle*.
Tub See *Water*.
Uniform (in medical room) Wear it and the men in the system building won't attack you unless you attack them first. Remove it when rescuing Jimmy or he'll attack you.
Unshaven guard Avoid.
Valve On pipes in basement. Turn valve and go (once you have the keys) S, S, S to finish Part Two.
Vehicles Examine them.
Viewpoint Starting place.
Wardrobe Ignore.
Water (in tub) Don't drink – radiation sickness.
Wire (in basement) See *Pliers*.
Wrench Third-best weapon. See also *Step*.
Yabushi System leader of this part of the country. Avoid unless wearing uniform.
Yabushi's cabin When you land on the ship go S, D, S, empty can, take lighter from pocket, burn rag, then... see *Fence*.
Yavitsa Avoid unless in uniform.
Yellow paper See *Shelves*. Read it.
Yabushi's room See *Samurai sword*.

DATEL ELECTRONICS

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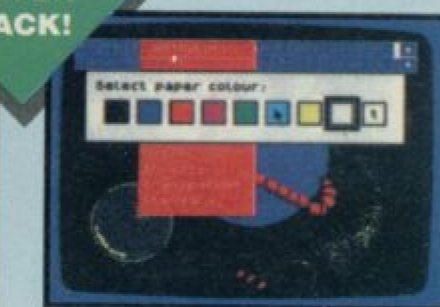






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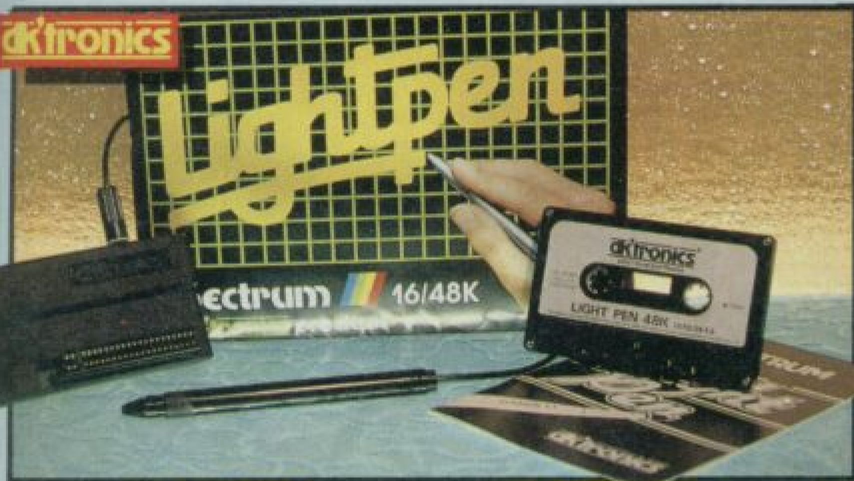
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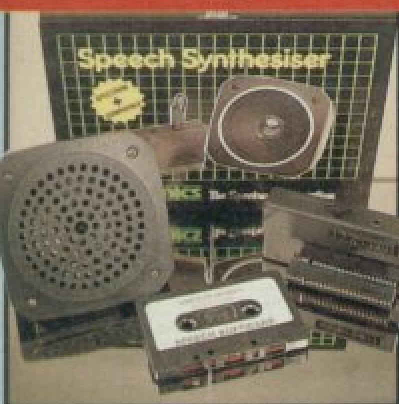
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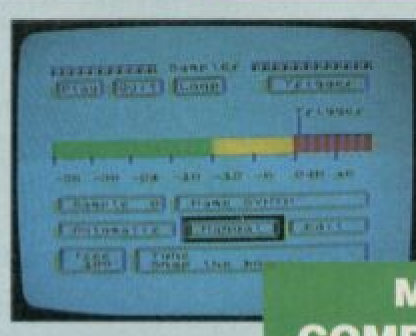
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STARSHIP QUEST

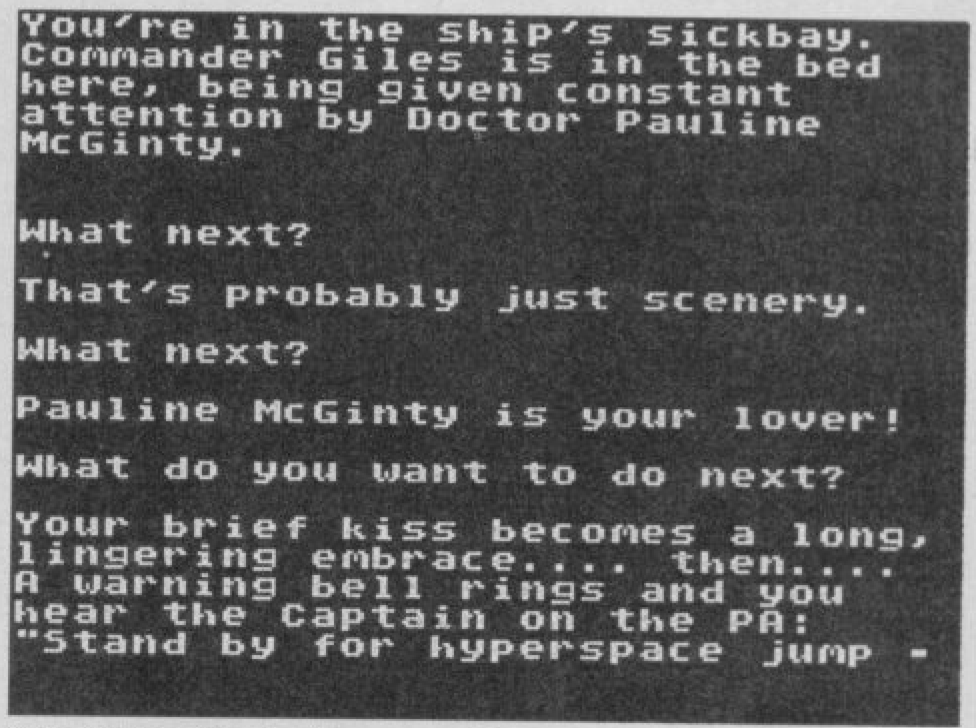
Larry Horsfiled's *Starship Quest* is the follow-up to his very popular *Magnetic Moon*, and, before I forget, if you want to buy both games together you can do it at the reduced price of £4.50. *Magnetic Moon* was a very enjoyable multi-part space game, inspired by Larry's love of science fiction, and this is an even better sequel, again influenced by several sci-fi novels but in particular a story called *Galactic Derelict* by André Norton.

Once again there are both 48K and 128K versions of this three-parter, and it's good to see someone making full use of the extra memory of the bigger machine rather than producing the bog-standard 48K game and leaving it at that. The 128K version has more features, much more gameplay and a greatly-extended ending (something I know loads of people wished every adventure had), and that's the one I looked at. Remember though that some of those features will be missing on the smaller memory machines.

The *PAWS*-produced game begins with an optional story and instructions program. This is well worth reading – in fact, it's half a novel in itself, but I wish the author would disable the key with the exclamation mark on it!!! I don't mind them now and then, but it gets a bit wearing when they're in every other sentence!! See what I mean?! He should also learn the difference between 'it's' and 'its', which he confuses constantly.

As for the story, well, basically it's that you're Mike Erlin, you're on a spaceship and you wish you weren't. You've got two minutes to gather some equipment together, make it to the lifeboat and jump ship before the mother ship does its hyperspace number. Then you can get back to the planet you just left and find out the secret of the two discs that were given to you in *Magnetic Moon* by a beautiful princess. These aren't any old discs, not your Dolly Parton 45 and *Jason Donovan Live At The Adelaide Abattoir* – these two discs could hold the key to the universe! Blimey. But don't tell me... in the next part you have to find the lock.

Back in this bit, and specifically the first part (*The Abandoned Planet*), you begin in the Stellar Queen's control room with Cap'n Morgan and Mr Pocks for company. I'm glad to see the author's included a few more response messages this time, so that you're not forever being told that "You can't do that" every time you try to examine the billion and one things in the location description. Okay, so often you get a "That's just scenery" message, but at least it makes a change.



Wa-hey! Snogging in the surgery! Oo-er, snort, dribble, slurp (etc).

I made a quick trip around the ship and found Commander Giles being treated in bed by my girlfriend! What? Oh well, it is the sick bay and she is the ship's doctor. I'm glad I found her though, because when I said I was leaving she gave me something I really wanted. You'll have to play the game to find out what it is.

The use of other characters in the game works well, and adds a lot to the atmosphere. While there is any atmosphere, that is, as pretty soon you should be down on the surface of an alien planet, although it looks remarkably like old England to me – gently rolling countryside, long grass, dotted with trees. There's a sign on a derelict fence, but unfortunately it's written in alien and I must have left my *Teach Yourself Alien* book back on the ship. That's a shame, as you pretty soon find quite a few other signs too. And what do those markings on the two discs say as well?

There are some abandoned buildings about, and you get quite a good picture of this seemingly deserted planet. There are some creatures around, apart from the droids you find later on. There are a few worms to be dug up, and a pair of eyes down a hole in the ground. I'm going to give away the answer to one of the problems here, as it shows why, to me, FSF Adventures are still in the second division of adventure producers and not the first – although they're admittedly near the top of the league! To get the creature whose eyes you can see, you have to THROW WORM IN HOLE (and do it twice). If you try the more obvious PUT WORM IN HOLE you're told you can't do it, and this could make many people, especially new players, think they were on the wrong track and so not persist. If you try to DROP WORM DOWN HOLE you merely DROP WORM, which burrows away into the ground and disappears – and there is only a limited supply of the wormy things. Other little errors like "a area" and "a animal's burrow" just slightly spoil what's otherwise a jolly good romp.

You certainly can't fault the features the game has. It accepts full sentences, and you can LOOK NORTH as well as GO NORTH. You can also LOOK UNDER, ACROSS, AROUND, OVER and IN things (and will need to). INFO gives a list of which commands have been abbreviated to one letter, and VOCAB gives a lengthy list of acceptable commands. There are RAMSAVE and ALL commands, and with the EXAMINE ALL command you can specify whether it's the objects WORN, CARRIED or HERE. Phew!

At the end of the day adventures, like books, films, music or anything else, are all down to personal taste. Some people rave over Larry Horsfield's games, saying they're the best things since Heinz Steamed Puddings, but, while I quite like them, they don't have that extra bit of sparkle for me that you get from John Wilson or Linda Wright. Don't let that stop you trying one of them though, as they may well sparkle for you.

Title .... *Starship Quest*
Price .... £2.50 (please specify if 48K or 128K version wanted)
Publisher .... FSF Adventures, 40 Harvey Gardens, London SE7 8AJ

GRAPHICS	□□□□□□□□□□	7
TEXT	■■■■■■■■□□	
VALUE	■■■■■■■■■□	

SUMMER SALES SPECIAL!!

Hey, it's the time of the year when people go round dropping their wotsits... prices, I mean, as sales happen up and down the country (and even elsewhere). So what else could I do but round up some soopa-doopa summer discounts on lots of adventurish doodahs just for you (hoo)?

FIFE GOES BANANAS

How can you get a 50 pence piece off a Scotsman? Use a spanner! Ho-ho, that's probably blown this offer before I've even had a chance to print it. I was only joking, of course. Fine race, the Scots, and none finer than Mike Brailsford, noble editor of *Spellbreaker!* This is the magazine that is to adventurers what *Health And Efficiency* is to nudists.

Spellbreaker! is a monthly mag of about 40 pages, choc-a-bloc with news, reviews, clues, solutions and maps to adventure games across the spectrum (of course). It'll normally set you back £1.50 a copy, but fill in the coupon and you can have the current issue for just £1, including first-class postage. Be warned though that when you try this special sample you're sure to want to subscribe. That price applies in the UK only, but overseas readers can still save the 50p as the reduced rates for this ish become £1.50 to Europe (including Eire), £1.50 surface mail to the rest of the world, or £2.50 air mail outside of Europe.

TO: *Spellbreaker!*, 19 Napier Place, South Parks, Glenrothes, Fife, Scotland KY6 1DX.

FROM:

Name ....

Address ....

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....

I enclose my payment of £ .... so please send the current issue of your triffic mag all the way from sunny Fife to me, this humble *YS* reader.

FANCY A TAPE, WORM?

Yeah, do you fancy a cheapo copy of the best, the greatest, and at the moment the only tape magazine for Spectrum lovers? Well, lucky you, 'cos you can have one! Cor, what a coincidence. Good job I asked really, wasn't it? The tapezine or tape magazine in question is *Enigma*, and you can get the current issue, whatever that happens to be, for only £1.50 instead of the usual £1.99.

Enigma is suitable for any machine, from the 48K through to the SAM, and is so stuffed with goodies it fills one side of a C60 cassette. Lawks! There are always umpteen reviews, with screenshots so you know just what you're getting, plus the essential adventure section full of helpful hints (like "Buy Mike Gerrard's book", an example I picked out purely at random), plus news, features, hacks and assorted nifty little progs. So what are you waiting for?

TO: *Enigma*, 15 Westfield Road, Inverurie, Aberdeenshire, Scotland AB5 9YR.

FROM:

Name ....

Address ....

....

....

....

I enclose my payment for £1.50 so send me the latest *Enigma* McPronto!

AND ON THE 8TH DAY HE CREATED ADVENTURES

I've run so many special offers from 8th Day Software over the last 12 months that you might think we must have run out of them. Well, we have now! This is absolutely, positively and definitely the last special offer on 8th Day games – until guv'nor Mike White gets down to work and writes some more spiffy adventures, that is. He's the guy who created budget adventures, way back in the mists of time, so long ago my Spectrum didn't even have any dust or grubby marks on it. But look at it now! Custard, crumbs, jam, bits of Jaffa Cakes... hmm, yummy!

Mike's games are pretty yummy too, and, what's more, he's agreed to create two special double-tapes just for all you handsome and pretty *YS* readers out there... and all the ugly ones too. First tape is a coupling (ooo-er!) of *Four Minutes To Midnight* and *Earthshock*, at less than £3. How much less? Well, okay, so it's only a penny. But £2.99 for such a bumper bargain? 'E moost bai mad, I hear you grunt. But wait, there's more! The second tape will be of interest to new adventurers, who often write to ask me what games they should try. On one side is a program that used to go out with all 8th Day games, a tutorial called *How To Play Adventures*, and to see how well the advice works you can turn the tape over and load up *Ice Station Zero*, another 8th Day original. And the cost? A mere £1.75. Peanuts.

TO: 8th Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH.

FROM:

Name ....

Address ....

....

....

....

Being the street-smart *YS* reader I am, I saw the latest issue and insist you send me the following tape(s), for which I enclose exactly the right amount (not a penny more, not a penny less), which is £........ Oh, and these are the games I'd like...

☐ *Ice Station Zero & How To Play Adventures* **£1.75**

☐ *Four Minutes To Midnight & Earthshock* **£2.99**

☐ Gadzooks, I want them both! **£4.74**

KIND SOULS

Last time he was a Kind Soul I pulled **Anthony Melville**'s leg a little bit. His games were in alphabetical order, and so I asked if he kept his room nice and tidy as well. The joke's on me, as Anthony's written back to say he's 47 years old and it's his wife who keeps his room nice and tidy for him! Here's his latest mega-list, alphabetical of course, so for help on the following send your sae's to 39 Slaidburn Drive, Hala, Lancaster, Lancs LA1 4QX... *Adventure 100, Ashes Of Alucard, Agatha's Folly, A Harvesting Moon, Appleton, A View To A Chip, Avior, Blizzard Pass, Bulbo And The Lizard King, Cloud 99* (128K), *Challenge Of Iythus* (128K), *Cleric's Quest, The Castle, Crom, Calling Of The Demon, Chips Are Forever, Danger Mouse, Doctor Goo And The Samorons, Dusk Over Elfinton, Eye Of Varton, Escape From Sylon 6, Forgotten City, Forgotten Past, Four Minutes To Midnight, Golden Chalice, Great Peepingham Train Robbery, The Hollow* (text), *Hit, Ice Station Zero, The Island* (Virgin Games), *Jade Stone, Jhothamia 6* (what??), *Jester Quest, Jason And The Golden Fleece, Lost City, Legend Of Apache Gold, Loony Castle Quest* (what and double what!?), *Monster* (128K), *Master Of The Universe, Majik, Magic Castle, Merlin's Apprentice, Miser, 1942 Mission, Nightmare, Orbit Of Doom, Orc Island, Odyssey Of Hope, Pawns Of War II, Pharoah's Tomb, Prophecy One, Pendant Of Logryn* (128K), *Rebel Planet, Rifts Of Time, Return Of The Joystick, Sinbad And The Golden Ship, Sea Of Zirun, The Swamp, Sealed City, Shadows Of The Past, Serf's Tale, Shellshock, The Slaughter Caves, Secret Of Little Hodcome, STI, Treasure* (16K!), *Thief, The Traveller, Underworld: The Village, Winter Wonderland* and *Wychwood*.

Jackie Holt's obviously had her head down recently too. For help on any of the following send your sae and questions to 13 Montague Street, Bulwell, Nottingham NG6 8EU. Note that Jackie's not offering full solutions, so don't waste your time asking. Tell her where you're stuck and she'll try to unstick you, on... *ADV 100, Bored Of The Rings, Bulbo And The Lizard King, Black Knight, Behind Closed Doors, Crystal Quest, Castle Of The Skull Lord, Curse Of Shaleth, Castle Colditz, Crystal Cavern, Cancasta Rebellion, The Curse, Domes Of Sha, Earthbound, Enchanted Cottage, Energem Enigma, For Your Thighs Only, Fortress Of Keler, From Out Of A Dark Night Sky, Golden Chalice, The Hermitage, Holiday To Remember, Jack And The Beanstalk, Mindshadow, Manor Of Doom, Mahownie's Light, Nythyhel, Nosferatu, Pen And The Dark, Reality Hacker, Red Lion, The Swamp, Survival, Velor's Lair, Wizard's Warrior* and *Weaver Of Her Dreams*.

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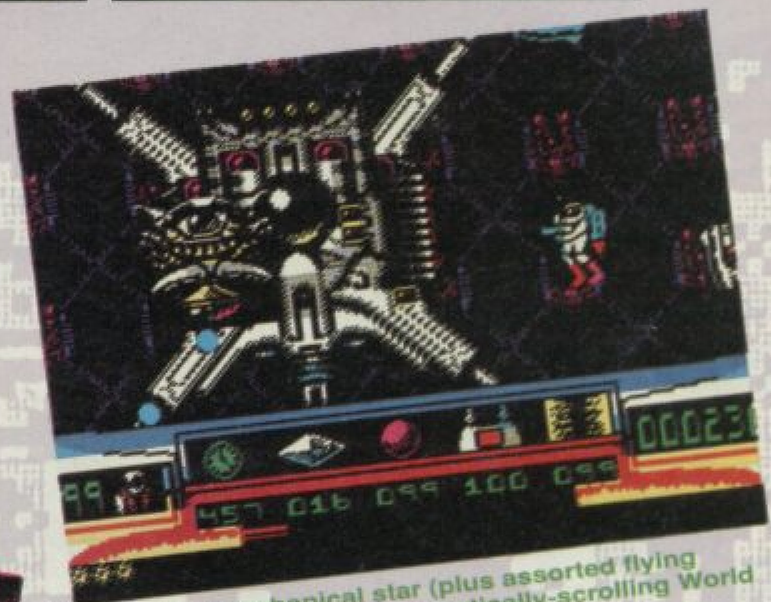


Turrican

Rainbow Arts/£9.99 cass/£12.99 disk



Matt Look, I'd like you all to quiet down for a moment if you will and put on your serious faces, because I'm going to let you in on a little secret. You see, sometimes (just sometimes) I take a look at the games we review in *Bargain Basement* (the £2.99 jobbies) and then at some of the regular reviews, and I really can't see that much difference. Maybe it's because anything a little bit complicated tends to get rendered, almost automatically, in monochrome these days ("because the Speccy's not very good at colour") meaning that at first sight many premiere products look no more impressive than, I don't know, the latest Codies Simulator or something.



This giant mechanical star (plus assorted flying doobries) all appear in the vertically-scrolling World Four – snazzy or what?



Eeeek! Turri doesn't seem to have spotted the terrible rubber-lipped fish-monsters sneaking up behind him yet! (Turn round matey, or you'll be fish food!)

So imagine my joy when a game comes along that has 'full price' written all over it – like this one for instance. It's big (big! Big!), it's varied (varied! Varied!), it's more colourful (colourful! Colourful!) than you'd ever believe – it looks like it's worth every penny basically. A minor miracle, doncha think?

But less (less! Less!) of the superlatives – what's *Turrican* all about? Well, for those who missed the Megapreview a couple of issues back (shame on you! Where've you been?), it's an absolutely whopping (five worlds, each divided into a number of fairly lengthy sub-levels) shoot-'em-up packed full of some of the most spectacular graphics ever seen on the Speccy.

Your little man (a rather characterless chappy in a silver space suit, who looks nothing like the butch Robocop lookalike of the adverts) runs, jumps, ducks and occasionally flies (there are jet packs you'll need to collect for a couple of the levels) all over the place, collecting power-up icons and blasting the living daylights out of all sorts of baddies. Starting off on a sort of deserty landscape (blue skies, yellow/brown rocks and the occasional shrub) you work your way along numerous platforms, across a couple of waterfalls, down some tunnels and into just about the most humungous underground maze system ever. Somewhere at the end of all this you'll find Morgul, the man (or rather, flying head thing), responsible for 'all the fears and nightmares of mankind' (!), and obviously have to work out some way to bump him off.

One of the great strengths of the game is the sheer number of extra weapons you can collect along the way. They're thick on the ground all over the shop, as are extra power icons, often hidden in 'secret' rooms behind false walls or floating in space *Super Mario Brothers* style. It's wise to go off the beaten path sometimes and search out a rich seam (unusually for this sort of game you don't have to take a single 'correct' route but can wander off at a tangent for a bit if you wish). Walk left instead of right at the start of Level 1.1 for instance and shoot about in the air a bit – you'll be glad you did!

Weapons include such goodies as Energy Lines (acting rather like smart bombs, they send walls of force outwards from your character, killing most everything they touch), Giro-mode (where you turn into an indestructible spinning top, useful only for bouncing down hill), Megablast (like a giant *Star Wars* light sabre) and so on. (The Megablast is especially useful – not only can it kill aliens, it can help locate hidden power icons, often placed out of normal reach overhead, and uncover secret passageways hidden behind fake wall blocks with ease.)

However, the real stars of the game are the backdrops – from the *Alien*-influenced World Three to the giant mechanical stars of Level Four (depicted with some neat parallax scrolling rarely seen on the



Speccy) they are incredibly colourful, spectacular and usually very well designed – not like usual Speccy screens at all actually. The monsters are good too – from the giant armoured fist you encounter early on to the massive mechanical, um, doobries (I can't really think how to describe them) of the later levels. These are things which'd be major set pieces in many other games but here they just flash by, almost thrown away.

YOUR SINCLAIR MEGAGAME

So. It's been a bit of a rave review so far, hasn't it? Bad points to the game? Well yes, there are some. For a start there's the scrolling – though eight-way and generally quite smooth, there were occasions (particularly in the flying sequences) when I felt it was actually going too fast for me! There I was, being whisked past all these fabulous graphics at a phenomenal rate, almost as if I was on a giant conveyor belt. Whisked by too fast really – I often felt vaguely out of control and resented being dragged into enemies through no real fault of my own. Mmm.

Then there's the animation – I already said Turrican himself is a bit of a characterless fellow, but what I haven't pointed out is how silly he can sometimes look. Though generally well animated, there are sections (like when he's running up and down the sloped platforms in the *Alien* bit) when he seems to be hobbling along with a broken leg or something – not ideal.

Still, let's face it, these are minor quibbles. Even if for some reason I can't quite get a firm focus on *Turrican* (although Rainbow Arts stuff has improved vastly of late it still carries slight traces of the days when everything they brought out was a direct and slightly soulless rip-off of something else – remember *Great Giana Sisters*?) it's still a spectacular achievement. I can't wait for the next one (something called *Apprentice*, I believe) because if they manage to combine the sheer professionalism and hard work that's been put into this game with a truly original concept or a strong, distinctive character (heck, *Little Puff In Dragonland* has more soul than this!) the results would be absolutely spectacular! Still, let's not knock it – as a technical and graphical achievement this is one of the best games of this year, and a bit of a 'Must Buy'. Hurrah!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
87°	93°	85°	88°

DIAGNOSIS
Massive and spectacular shoot-'em-up, though it does lack a bit of character. Still, buy it!

92°

INTERNATIONAL 3D TENNIS

Palace/£9.99 cass/£14.99 disk

Kati I was wretched, I was miserable, I was bored. Then I got this call from Matt. "Fancy a game of tennis?" he shouted down the crackling line. "S'pose so," I yelled back. "Who's playing?" "Oh, nobody special," came the enigmatic reply. "Just a bunch of triangles."

Tennis. A national sport since 1793 and played by masters all over the world – Lendl, McEnroe, Becker and, erm... triangles. Why? Because *International 3D Tennis* features exactly that – 3D accurate enough to send your Speccy into overdrive. It can just about cope with the court, it can just about manage to give you six different views of the action (four aerial and two side-on) but throw in a couple of realistic sprites as well and it turns into a quivering wreck. Yup, triangles are the only alternative. Obviously.

Oddly enough, these weird Toblerone-people are actually very spunkily animated. They hurl themselves into backhands, forehands and volleys with exactly the kind of grace and style you'd expect from highly intelligent geometric shapes. When you're thumping the ball about it honestly doesn't make much difference that they haven't got a face. Shut your eyes and you can't even tell.



And here we view the action in close-up. Breathtaking evidence that there's really no limit to what a triangle at the peak of its physical fitness can achieve. Marvellous.

But I'm rushing ahead as usual. First off, it's decision time. You can take part in an official tournament (hard), try your hand at amassing a huge wad of prize dosh in a season of tournaments (well hard) or just a one-off game (easy-ish). All matches are singles (one or two-player) and can run to one, three or a whopping five sets. There are four skill levels, 15 artificial opponents and four different surfaces – grass, cement, clay or carpet (yes, folks, it's true, tennis really is played on carpet). As for the psychedelic selection of court colours, well, there's blue, blue or blue.

It was on court, funnily enough, that something very unusual happened to me early on. I hit the ball. Well may you snigger, but it normally takes time to get used to the controls of a tennis game. *3D Tennis* is different. You're automatically positioned in line with the ball so all you have to do is time your shot and stand the right distance away from the net. Slick, easy, fun. On Amateur and Semi-Pro there's even a flashing silver bar to let you know exactly when to hit the ball. So for smarmy smart-asses who want to control their own service and spin, Pro and Ace are best.



Here I am (in yellow) wiping the floor with the computer opposition and he's looking pretty white around the gills. Not much of a sporting triangle, is he?

Once you've got into the swing of serving and spinning, all these natty options and nuances of control make for a rather juicy kind of match. As for the 3D, you don't really need it – I'd rather have had a bit more speed. Yes, you get six different viewpoints and very nice they look too, but I didn't use them much. It's a lot easier to judge shots on the boring old traditional display.

So there you have it. A very versatile tennis game that's easy to play, dimensionally spiffy, but just slightly too sluggish. If Wimbledon's your thang, suck it and see.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
75°	71°	74°	70°

DIAGNOSIS
Nice 3D gameplay, shame about the sluggish speed. Well worth trying if Dan Maskell's your cuppa tea.

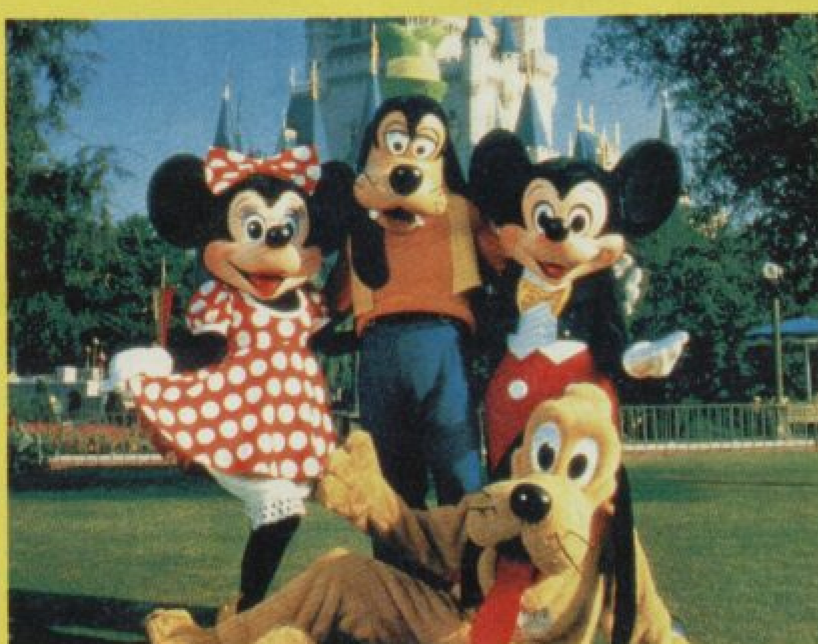
75°

IT'S THE IMAGE WORKS/*YOUR SINCLAIR*

BACK TO THE FUTURE II COMPO!

WIN! A trip for two to Orlando, Florida!!

Yes, it's true!
To celebrate the launch of Image Works' brand new *Back To The Future II* computer game, we've got a couple of FREE PLANE TICKETS TO ORLANDO, FLORIDA just waiting for a lucky winner! We'll pay your air fare and the cost of staying bed and breakfast in a decent hotel for a whole week! What you do once you're there of course is up to you – there are the beaches and the Everglades only a short(ish) car ride away, there's Cape Kennedy Space Centre to visit, there's posing around in your pastel T-shirt pretending to be Don Johnson! And best of all, there's Disneyworld, where (just like in the film) you can visit the past, present and future – all in one day!



And there's more!
That's not all though – ten runners up won't go home disappointed either! Not only will they each get a copy of the new *Back To The Future II* game (see our review this very ish), they'll also get their very own copy of the movie from CIC Video! This can't be bought in the shops (in fact it only became available for rental on July 6th) so you're sure to be the only one on your block with a copy! (Your mates won't be able to get their mitts on it for another six months or so!) The street value of each of these videos is about £90 (!) at the moment, so we're talking some pretty incredible prizes here!!

So what do I have to do, eh?
It's simple! In fact, it's even simpler than these competitions usually are! Just take a look at the picture – it's a scene from *Back To the Future Part II* (of course), but what's going on? Why's that guy hanging upside down? Why's that woman totally ignoring them both? Who can tell? (We certainly can't!)

What we want you to do is give us your own explanation as to what's going on. Just make up whatever you want! It can take the form of a caption to the picture, some nifty little speech bubbles in the appropriate places (if you can fit them in) or even a lengthy scientific explanation as to what it's all about – the only rule is it's got to be funny! Anything goes (we positively welcome rude or saucy entries!) but remember – the winning caption has to be one that we can print in the magazine!

Right then, off you go!
Okay, now all you need to do is fill in your name and address, cut out the coupon, stick it on a post card and send it off to *It's Your Age, Marty, Something Has To Be Done About Your Age! (You're Too Old To Be Playing Teenagers Anymore, Matey!)* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date for entries – it's Friday August 31st!

RULES
We've got slightly more rules to this one than we would to a normal competition, so settle down comfortably and we'll tell you all about them.

- If the winner of the competition is under the age of 18 when he or she intends to take the holiday they'll have to be accompanied by a parent or guardian over that age. If you're over 18 there're no worries though – you can take whoever you bally well like!
- You'll be able to take your holiday any time you choose, provided it's either between when the competition is judged and the end of November 1990, or between January and March 1991.
- Anyone associated with Future Publishing, Image Works Software or CIC Video will be in severe trouble if they try to enter this competition (and that means you, Katie!).
- There'll be no meeting Mickey Mouse if you don't get your entry in to us by Friday August 31st!
- Matt's got the final say so far as this competition is concerned, so any arguing with him and there'll be (big) trouble!

Caption (if it won't fit here, write it on a separate piece of paper)...



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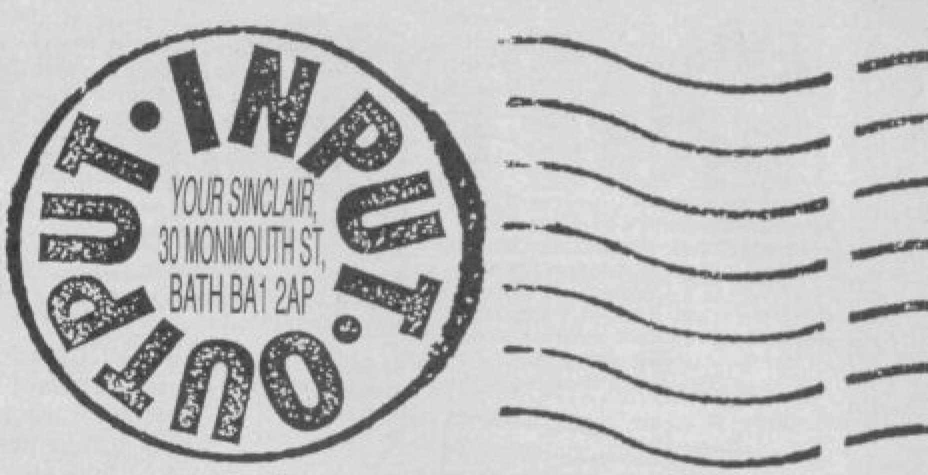
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Name ....

Address ....

.... Post Code ....

If I win a copy of the game, I'd like a ☐ cassette ☐ disk.



It's that 'shake it all about' time again! So brew up a cuppa, rip open a pack of Hobnobs and get ready for the best readers' ads page in the biz. (It really takes the biscuit, you know!)



■ Spec, joystick, Artist II, Multiface 128 with Genie, Lifeguard, Music Machine, extra samples, and £200 worth of software, including *Chase HQ* and *Myth*. Also around 60 mags. Worth £600, sell for £400. Phone 0375 891978.

■ Spectrum, Discovery 3" disk drive, interface, multiface, word processor, Artist II, £100 of games, and loadsa books. All for just £160. Phone 033 525 393 (Derbyshire).

■ 128K Spectrum, two tape recorders, two joysticks, two interfaces, light pen and £1,000 worth of software. £150 ono. Phone André on 0273 591122.

■ Loadsa Speccy stuff for sale at incredibly low prices. Send sae to 'Jones', 2 Town Mead, Oakford, Devon EX16 9EW or call (03985) 438.

■ Spectrum +2, two joysticks, around 100 original games, and loads of mags. All in excellent condition – £160. Tel 081 902 2447.

■ Spectrum + for sale, Multiface 3, Datacorder, Tasword, games and other accessories. The price is right at £99! Contact Steve on 0908 566568.

■ Spectrum 128K +2 for sale, excellent condition and still boxed. Over £300 worth of games, two multifaces (Snapshot II, Multiface 128). Worth over £400, sell for £220 ono. Ring 0268 729388.

■ Spectrum 48K+, instruction manual, all leads, Datacorder, several games (all originals, latest *Dragon Spirit*), loads of mags including *YS*. £80 ono. Phone Oliver on 081 459 5622.

■ Spectrum +, interface, joystick, over 90 original games, including *Batman The Movie*, *Indy III*, *Pacmania* and *OutRun*. £100. Phone Exeter 411728, ask for Matt.

■ Spectrum +2, three joysticks, interface, over £350 of software, including *Chase HQ*, *Carrier Command*. Worth over £570, sell for £300 ono. Contact Bryan Metson, 3 Van Dyke Place, St Ives, Huntingdon, Cambs PE17 6HD.

■ Spectrum +3 (hardly used), with two joysticks, games and magazines. Selling the lot for £135 ono. Phone 0469 30791 and ask for Marcus.

■ For sale, Spectrum +2 and 15 games (11 of which are 128K). £120 or highest offer! Call (Brooke) 0508 50410 and ask for Neil. Have a nice day!

■ Spectrum +2 for sale, good condition, complete with Cheetah joystick, Kempston interface and £400 of games. All for £550. Phone Gareth on 0656 669791 after 6pm.

■ ZX Spectrum +, Multiface 1, joystick, light pen and tape recorder, with over £500 worth of games. Excellent for beginners or experts. All for £180. Ring 0734 428676 after 6pm and ask for Carey.

■ Spectrum +3, Multiface 3, joystick, over 50 disk games and 100 tape games. Also with cassette recorder and all leads and manuals. Worth over £470. Sell for £260. Ring Paul on 0883 625887.

■ Speccy +3 for sale. Includes Epson printer, £200 worth of games and some mags. Offers start at £250. Phone after 4.30 on 081 514 2318, and ask for Peter.

■ For sale – RAT (Remote Action Transmitter), good condition. Will sell for £10. Write to Chris Jackson, 7 Whitton Close, Bessacarr, Doncaster, South Yorks DN4 7RB.

■ Multiface 128, still in box, only £25. Set of multiface POKE books (over 1,250 POKEs!) – £7.50. Tel 624039 after 4pm.

■ Spectrum +3, with Multiface 3, joystick and loadsa games including *Operation Wolf*, *Chase HQ* and *Hard Drivin'*. Very good condition – £150 ono. Phone 0706 6533 after 4pm.

■ Spectrum +3 with over £250 of games including *Operation Thunderbolt*, *Chase HQ*, *Batman* and many more. Sell for £200 ono. Phone 0222 750557 or write to 4 Lodge Close, Lisvane, Cardiff CF4 5UL.

■ Spectrum +2, £200+ worth of games, box, all manuals. Tel 0227 362702 (Canterbury).

■ Spectrum +3, with tape recorder, as new. Many tape and disk games too. Bargain price at £1.90. Tel 0908 612533 or write to S Lucket, 32 Laganda Close, Newport Pagnell, Bucks MK16 9BN.

■ Spectrum +2, over £300 worth of games (loadsa new titles), two joysticks and absolutely loads of mags. Excellent condition, still boxed with user manuals. Sell for £200 (no offers). Phone Steve on 0256 51757.

■ Spectrum 128K +2, two joysticks and over 400 games, including many new titles like *Chase HQ* and *Double Dragon 2*. Also keyboard and midi lead. Bargain at £200 (ono). Phone Jeff on 091 267 9936 after 5pm.

■ Spectrum 128K, excellent condition, with £950+ of original software titles and two joysticks. Worth £1,000 +, selling for £400. Unbelievable but true! Phone 0278 683770.

■ Spectrum +3 with built-in disk drive, cassette recorder, all leads, manual, about 45 games (some working, some not). All for £275. Hurry, bargains don't last! Call Chris on 0703 788235.

■ New and old Speccy mags for sale (some crap, some brill – viva *YS*!). Sell for a pound each, including cover tapes. Phone 081 595 7950 and ask for Craig.

■ Spectrum 128K +2 for sale, two joysticks (including Cheetah 125+), over £200 worth of games, including *Kick Off*, *Solid Gold* and *Super Soccer*. Also manual and mags. Worth £450, sell £150. Phone Phil on 0934 632155.

■ Speccy 128K+ (no joystick or tape recorder), all leads and Kempston interface, over 50 games including *Op Wolf*, *Robocop*, *Shinobi* and *Double Dragon*. Also loads of *Your Sinclair* back issues and free tapes. *(You'll regret it! Ed)* Will sell for £80. Phone Ben after 5pm Mon-Fri on 081 394 0219.

■ 48K Spectrum and Alphacom 32 printer, plus manuals and original tapes. All for £100. Phone 071 265 1498 any time (I've got an answerphone, see. Posh job or what?).

■ Spectrum 128K +2 for sale, Cheetah 125+ joystick, plus £100 worth of games. All in good condition and still boxed. £120 ono. Phone 071 540 4305 any time.

■ Spectrum +3, over £1,000 worth of software (some disks), two joysticks (vgc), all boxed. Sell the lot for the paltry sum of £250. Phone Simon on 0273 517243 (Newhaven) after 3pm.



■ Wanted – +3 disk replacer, preferably *DICE*. Swop for *OutRun* or other progs. Also wanted, *Tomahawk* on +3 disk. Write to Iain, 33 Washington Drive, Windsor, Berks SL4 4NR.

■ Has anyone got a ZX printer they want to swop for over 1,000 games? They include *Hercules*, *Real Ghostbusters*, and compilations like *Battle Stations*, *Computer Hits II, III, IV & V*, and *Go Crazy*. Write to Anthony Gibbens, 433 Dewsbury Road, Lupset, Wakefield.

■ Wanted – *The National*. Will swop for *The Untouchables*, *Op Thunderbolt*. Contact D Stuart, 43 Castleton Way, Aberdeen, Scotland AB2 5TQ.

■ Wanted – *Snoopy*, *Forgotten Worlds*, *MicroProse Soccer* & *Darkside* for *Myth*, *Oppy Thunderbolt*, *Silkworm* & *Savage*. I also want *Total Eclipse 2* & *Sphinx*. Phone 0299 251215 any time after 5pm and ask for Ben.

■ Wanted new (or nearly new) *Lords Of Midnight*, *Doomdark's Revenge*, *Sorderon's Shadow* and *Dark Sceptre*. Will pay top price. AJ Smith, 9 Rubery St, Darlaston, Wednesbury, West Midlands.

■ Desperately seeking *Xecutor* and *Strider*. Will swop for *Cabal* or *Ghouls And Ghosts*. Originals only. Please contact Imaad Shan at 15 Mansel Road, Wimbledon, London SW19.

■ ZX-81 64K RAM pack and ZX printer. Also peripherals, machine code books, hi-res programs and software. Any sensible price. Please write to Robert Lowe at 34 Derby Crescent, Moorside, Consett, County Durham.

■ Wanted machine code, Hex To Dec etc. Will swop *WEC Le Mans*, *Last Ninja II*, *Scuba Dive*. Mark Dukes, 135 Hillside Dalkey, Co Dublin, Eire.

■ Wanted – *R-Type*, *Dan Dare III*, *Stormlord*, *Thunderbirds* (new version), *Mr Heli*, *Double Dragon II*. I have *Last Ninja II*, *Myth*, *Gunship*, *Lancelot*, *16 Spec +2 Hits*, *Return Of The Jedi* and lots more. Phone Geordie Sinclair on 0349 64414 or write to 5 Kintal Place, Dingwell, Ross-shire, Scotland IU5 9SY.

■ Wanted – *Snapshot 2*, good condition with instructions. Will swop six games from *Aliens US*, *Rampage*, *Edge All-Stars*, *Snooker*, *Knightlore*, *Beach Head*, *Fighting Warrior* and *Super Trolley*. Write to Roger Mody, 54 Ashdale Crescent, Droylsden, Manchester M35 6WP.

■ Psion *Flight Simulation* (original). Variety of games to swop from including *Video Olympics*, *Frankie Goes To Hollywood*, *Magnificent Seven* (all originals). Phone Ciaran Murrey on 094 59182 after 5pm.

■ Please, someone, somewhere, give me a solution (or hints) for *Football Frenzy* and *The Sidney Affair*. Contact Stephen King at 121 Lanlash Crescent, Cranhill, Glasgow G33 3XP.

■ Anyone want a Spectrum 48K with 450 games? Or even a Sega with seven top games? Well, you'd better have an Amiga 500 then 'cos I want to swop. Interested? Then write to me (Glen) at 4 Fishers Close, Trent, Sherbourne, Dorset DT9 4SN.

■ Wanted – *Taito's Coin-Ops*. Must be in very good condition. Swop for *Carrier Command*, like new. Write to Simon Davies at 18 Tre-nel, Pembrey, Dyfed SA16 0UT. Please hurry.

■ Wanted *Robocop*, *Crazy Cars*, *WEC Le Mans* and other driving games like *OutRun*. Price must be under £7. Write to David at 77 Lisnagat Road, Mosside, Ballymoney, Co Antrim, Northern Ireland. Needed urgently.

■ Wanted – Multiface 1 and Speccy 48K software. Mostly adventures and RPGs. Pay good money. Also for sale, old C64 and software tape deck. Sell the lot for £70 ono. Tel 0639 931066 after 4pm.

■ Wanted – Multiface 1, will swop for any five of *Tintin*, *Shinobi*, *Renegade III*, *Garfield*, *Pacland*, *Superman* and *Total Eclipse I & II*. Phone 0738 37339 and ask for Keith.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a post card to Input/Output, *Your Sinclair*, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

❑ Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Pen Pals ❑ Lonely Hearts ❑ Fanzines

Name..

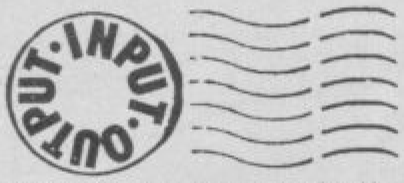
Address..

.... Postcode..

MAGAZINE HEALTH WARNING — Think before you snip – most people use a photocopy instead.

YS 56

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output



■ I'll tell you what – you give me *Graphic Adventure Creator* and I'll give you any one of my games (your choice). Deal? Then phone Kemnay (0467) 42214 after 5pm. I will buy it if no swop can be made.

■ Wanted – Jarre tapes. Will swop *Road Blaster* for *Rendezvous, Druid I & II* and *Psyco Pigs UXB* for *Equinox*. Ring 026282 327 after 6pm and ask for Shane.



■ Wanted! *Red Heat* and *Myth*. Swop for any of the following – *Robocop, Afterburner, Hard Drivin'* or *Footie Manager II*. Contact Steven on 0382 74018 after 6pm. Hurry before someone beats you! Bye!

■ I want *(Never gets. Ed) Herbert's Dummy Run, Bruce Lee, Finders Keepers, Pssst* and *Pyjamarama*. Also POKEs for 'em. Tel 061 456 2162 and ask for Pete or Phil.

■ Under 18 and you want to bet on horses? Well now you can with *Day At The Bookies*. For more info write to Hotelsoft, Room 7, 47 Cookridge Drive, Leeds LS16 7HP.

■ Games, POKEs and magazines. All prices below £6! Hurry! Write for list to 3 Elm Park, Sunningdale, Ascot, Berks SL5 9RE. Enclose 20p stamp on sae. Go on, get to it while stocks last!

■ Educational games for the Spectrum on cassette and disk for 2-11 year olds. Send sae for free catalogue to 26 Ash Road, Northway, Tewkesbury, Glos GL20 8QA.

■ Excellent games to swop – I have over 400 to choose from. Please send your list for mine. Write to Andrew Dungley at 46 Green Lane, Penryn, Cornwall TR10 8QJ.

■ Lots of games to swop! All letters answered. Interested? If so write to Juan Freitas, Far Magia Do Canigo, 9125 Canico, Portugal.

■ If anyone has an original of *Byte Back* I'd be willing to pay £200 for it. Please contact me on 0727 74091 evenings. (Tape only please.)

■ Loads of computer games for sale at very cheap prices! Send a stamped addressed envelope to 45 Milton Road, Taunton, Somerset TA1 2JF. I will also swop for Commodore 64 games.

■ Wanted *Power Drift, R-Type, Robocop, Untouchables, Turbo OutRun* for *Chase HQ, Hard Drivin', Op Thunderbolt, Batman The Movie, New Zealand Story, Stormlord, Vigilante* and both *Indy* games. Write to N Hosie, 10 Ulster Terrace, Edinburgh. Cassette only.

■ Hi, Speccy freaks! I've got hundreds of games to swop. Send your list for mine to PLK 049823C, 7858 Weil, West Germany. (Yeah, they are still alive!)

■ Anybody got *Arkanoid II, Rainbow Islands* and *Impossamole*? If you have then I'd like to swop. Phone Andrew for list on 0703 455636 after 6pm.

■ Wanted – *Batman, Robocop* and two other titles for *Total Eclipse I & II, Return Of The Jedi, Live And Let Die* and *Dragon Ninja*. Phone Steve on 277 4475 or write to 15 Garry Drive, Foxbar, Paisley, Revpenshire, Scotland PA2 9DD.

■ Seventeen year old females want to swop new 48/128 games. Send your list. Reply guaranteed. Write to Tali-Diran, Trumpeldor Street, Ramat, Hasaron Y726Y, Israel. Start writing!

■ Wanted *1984* by Incentive and *Election*. Contact Colin Bilton at 415 Ropery Road, Gainsborough, Lincs DN21 2TR.

■ I will swop *Double Dragon II* or *Dragon Revenge* for *Super Wonderboy* or *Dragon Ninja*. Originals only. Phone Gavin Sims on 0792 813952.

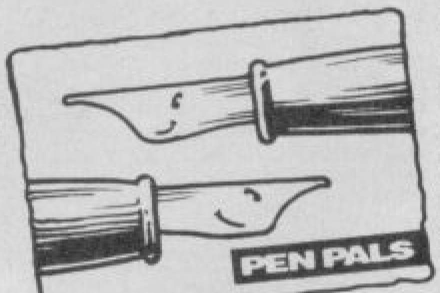
■ Wanted *Dragon Ninja* 128K. Will swop for *Dragon Ninja* with only 48K side working. Write to Micheal Newton, 31 Milford Grove, Gomersal Cleckheaton, West Yorks BD1G 4BB.

■ Wanted urgently – *Stunt Car Racer* (original only). Will swop for *WEC Le Mans, Basket Master, World Games, Indy Jones Temple Of Doom, BMX Sim, Skateboard Sim, Super Soccer, Ninja Scooter* and *Kung Fu Master*. Tel Stefan Leck on 0273 304687 (Brighton).

■ I want to swop your *Buggy Boy* (original) for my *Treasure Island, Dizzy, Cybernoid* or *Ikari Warriors*. I've also got some POKEs and tips for the games if anybody wants them. Contact Andrew Wildon at 104 Keighley Road, Skipton, North Yorkshire BD2 2RA or tel 790424.

■ I've been taking the tablets but they haven't worked! I'm still mad and selling my games from 50p each! Send sae to Daniel Brice at 178 Forest Road, Kingswood, Bristol BS15 2EN.

■ Unlock your Multiface 3 progs and load them independently! Send sae for details to T Summerfield, 27 Baysdale Road, Ashby, Scunthorpe, South Humberside DN16 2QE.



■ I'm 13, I like sport, music and computing and I'm running out of space. Write to William Gregory, 67 Shav Green Lane, Prestbury, Cheltenham, Glos GL52 3BS. Oops, I miscounted, never mind.

■ I am a 15 year old girl who wants pen pals from anywhere. Don't have to own a Spectrum. Age has to be from 14-18 so if you're bored then write to me (with photo if poss). All letters answered. Lisa, 158 Woodlands Road, Gillingham, Kent.

■ Hi! My name's Ben Morton and I'm looking for a pen pal. I like computers, football, badminton and most music. If you're an 11-12 year old boy then get writing to me at 17 Woodway, Hutton Mount, Shenfield, Essex.

■ Hi there! I'm 12 and want a pen pal. I'm into most music and love *YS*. So, erm, write to me! All letters guaranteed a reply. Send 'em to Calette McCann, Aughamellan, Coalishand, Co Tyrone, Ireland BE71 4DQ.

■ Brazilian boy, 21 years old, needs pen pals from anywhere, any sex, any age, to swop games, magazines, post cards. All letters answered. Write to Marcos Fontoura at Caira Postal 39, Porto Alegre RS, Brazil 90001.

■ Wanted! Pen pal to swop games. Interested? If so write to Carlos and Juan Freitas at Farmaia, Do Canisso, 9125 Canico, Maderira, Portugal.

■ I'm a 16 year old Speccy user and I would like a pen pal, any sex. I like music, computer and meeting people. Promise to reply to all letters. Write soon! Chris J Law, Leburn House, Strathalian School, Forgandenny, Perthshire, Scotland PH2 9EG.

■ Hi, my name's Pete, I'm 13 years old and want a pen pal of any age, male or female, who's mad about Prince. Peter Gittins, 25 Pont Adam, Ruabon, nr Wrexham, Clwyd, North Wales.

■ I'm new to the Speccy 48K. So I don't know much. And I want a pen pal (18+) who does. Write to me (John Dyson) at 72 Whitfield Avenue, Glossop, Derbyshire SK13 8JZ or tel 864595.



■ Yo! An unrefusable offer! No rip-off! POKEs old and new. Over 75 multiface ones too! First five that write get free 1989 game! Send sae to Fiona Robertson, 23 Lawrence Street, Nroughty Ferry, Dundee DD5 1ET.

■ To my dearest Gillian, I will love you forever. Hugs and kisses, Jamie. PS What gives with my Metallica T-shirts?

■ SAM Coupé Load/Save switch – extremely useful. Can also be used to save and load between SAM and Spectrum. Write to G Burtenshaw, 6 Rawlins Avenue, Weston-Super-Mare, Avon BS22 0FN.

■ Sam Coupé demo disk/tape packed with demos, games, screens and utilities! Send £5.50 and disk/C90 tape to *Zewith*, J Langford, 42 Aldbourne Way, Kings Warton, Birmingham B38 9UP.

■ Wanted! Solutions to *Spellbound, Finders Keepers* and *Jewels Of Babylon*. Can anyone help? Willing to pay up to 30p for each. Nick, 14 Wortham Place, Haverhill, Suffolk CB9 0HP.

■ *The Treble* football PBM needs 32 members at least. Trophies, certificates etc. For full information send sae to Michael Clements, 21 Countess Road, Lower Darnen, Lancs BB3 0RE. Hurry!

■ PBM for all football fans – 30p start-up, £1.50 for ten matches, plus transfers, scouts, FA Cup, injuries, sackings, crowd trouble and more. Send cheques to A Deegnan, 84 Spalding Road, Hartlepool, Cleveland TS25 2JP.

■ Money-making ideas on your Speccy. Send sae for free details, fanzines and games to make. POKEs and cheats to swop too! Anthony Degnan, 84 Spalding Road, Hartlepool, Cleveland TS25 2JP.

■ Ever wanted to manage a football team? Well, here's your chance, with *Transfers, Injury, Sponsers*. For more details ring 0902 26993 or write to HACK, 289 Stafford Road, Wolverhampton.



■ *POKE-It!* A booklet full of, well, POKEs actually. Send sae to *POKE-It*, 227 Manchester Road, Nelson Lancs. PS Bertie smells (real bad)!

■ *Crystal* is a new Spectrum fanzine – issue one out now, plus minty free gift! Send your name and address to *Crystal*, 19 Southdown Avenue, Swindon, Wiltshire SN3 1QB. Overseas readers welcome.

■ *Bytes And Pieces* is the new mag for the Speccy. It's got reviews, puzzles and lots more! Write to Grant Anderson at Rosemount, Riggs Place, Cupar, Fife KY15 5JA.

■ *Lost Adventures And Games*! Loads of solutions! Send an sae now! Write to Nick at 14 Wortham Place, Haverhill, Suffolk CB9 0HP. PS Andy Harris, please get in contact!

■ New Speccy mag – *Trumspec*. Hints, cheats, competitions and loads more. First issue out now! Free *Chuckie Egg II* map! Send £1 and sae to Jo at Fellview, Millhome, Bootle Millom, Cumbria LA19 5UL.

■ *Pacat 1* and *Pacat 2* – both for £1.20. POKEs, cheats and tips! 70p each plus sae and tape. *Pacat*, 84 Spalding Road, Hartlepool, Cleveland TS25 2JP.

■ Earn money using your computer – no programming skills needed. Working half an hour a day you could earn up to £50 a week. Send sae to J Casey, South Chailey, Lewes BN8 4QH.

■ Do you like heavy metal? If so send an sae for free details of a new fanzine on tape. Write to *Metal Nutters*, 20 Bowfell Road, Mirehouse, Whitehaven, Cumbria CA28 8HQ.

■ *48/128 User* is out now! First issue contains reviews, swops, tips and cheats. Gossip plus two free games and a 128 music demo. Send 50p plus a cassette to *48/128 User*, 53 Main Street, Castle Dawson, County London Derry, Northern Ireland BT45 8AA.

■ Cor lumme, you'll never guess what I've got! Over 1,400 Multiface POKEs on seven sheets of A4 paper in alphabetical order! Send sae £3 to R Bryant at 38 Pyr Street, Farringdon, Oxon SN7 7AS.



■ Lonely Bristol-based mad-man, 14, seeks insane female, whose interests include Meat Loaf, metal, arcades, anarchy and fun. Reply guaranteed. Please enclose photo to Andrew Wade, 20 Fremalne House, Bristol BS2 8LE.

■ Two immensely well set-up rockers (20 & 21) are looking for females for a real good time. Concessions for students. Anthony and Stephen O'Neil, 99 Tylecroft Road, Norbury, London SW16 4BJ.

■ Three 16 year old 'lads', into rap music, computers and having a larf. If you are one of three 16+ girls send photo to 'Lads', West View, Carrbook, Stalybridge, Cheshire SK15 3PM.

■ Calling all sexy females, 15+, who love Speccies and live in Nottingham area. Please write to Matthew Doole at 18 Platation Road, Wollaton, Nottingham NG8 2ER. Send photo. All letters answered.

■ Female, 11 years of age, wants male, 11-14, to enjoy a good laugh, play some football and get stuck into my Speccy. So if you're a hunky guy write with photo to Debbie Ball at 22 Hollywell Crescent, Abergavenny, Gwent.

■ Sexy 13 year old girl seeks good-looking boy, 12-14. Must like animals and have a good sense of humour. Tel 076 881 373.

■ All you sexy 16+ females, get writin' to me! I am a 17 year old boy and own a +2 Speccy and loads of games (honest). I'm looking for friendship. Photo essential. Write to David Taylor, 56 Kinross Road, Cambridge CB4 1QY.

■ Fourteen year old male seeks good-looking female between 13 and 15 years of age. Please send photo if possible. Mark Ormerod, 23 Countess Road, Lower Darwen, Lancs.

■ Lonely 12 year old boy seeking girl of about the same age. Interest include heavy metal, flower arranging and having a good time. All letters replied. Write to me at Deane Thatch, Deane Road, Newton Abbot, Devon TQ12 4QU.

■ Lonely cute student seeks sexy girls who enjoy sailing. Must be between 12-15 *(Blimey! Ed)* with good sense of humour. Write to Stephen Powell at Rees Hall, Bellevue Terrace, Southsea, Portsmouth.

■ Seventeen year old male seeks female about same age who owns a Speccy. Interests include football, music and computers. Include photo. Stephen Ayivor, PO Box B16, Tema, Ghana.

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CECCO'S COLLECTION

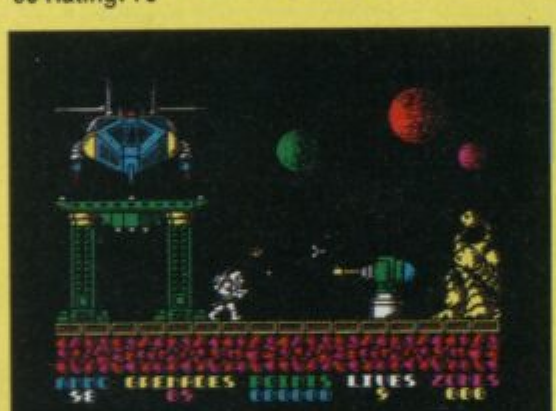
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£12.99 cass/£17.99 disk



Andy Raf Cecco – worra guy! He's a star, isn't he? In fact, I'll even lay my big (and rather scabbed and smelly) toe on the line here and pronounce that he's the BIGGEST star the Speccy's ever seen. Mel Croucher? Don't make me laugh. (And he doesn't.) Kevin Toms? Ha! John Ritman? When did he last look at a Speccy? Nope, despite having the kind of name usually associated with poncy North London disk jockeys, the boy's quite a little achiever. *Exolon*, the two *Cybernoids*, *Stormlord* – corkers all. And blow me down if Hewson haven't cottoned on to the fact and re-released each of these four stompers in one glorious package! Dope!

Exolon
Been here before? Of course you have. Megagamed way back in August '87, this horizontal-flipper splashed its colour across the shoot-'em-up spectrum (if you see what I mean), wowing everyone with a main sprite that actually *walked*. It didn't trip, stumble and break both knees, it walked. Plod plod plod. And when it wasn't walking it was jumping. And when it wasn't jumping it was beaming itself up and down between teleportation 'shower cubicles', dodging the merry parade of missiles, bullets and balloons coming its way. "Ooh!" we squealed. "Two different walkways to trudge along! Strategy in a shoot-'em-up!" Exciting stuff indeed.

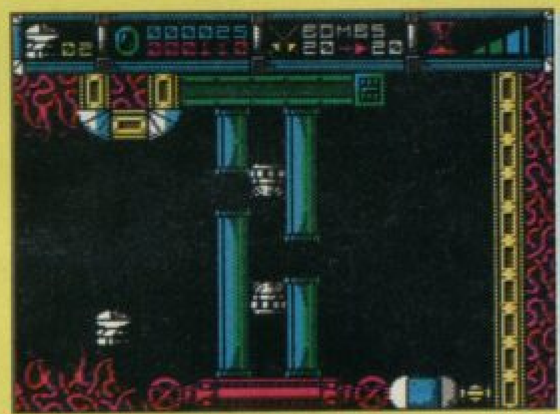
And it's still pretty hot poop. What's there has obviously been surpassed a thousand times since (not least by Monsignor C himself), but the strong, bold colours, fluid gameplay and surplus of 100 problematic screens, each with its own 'solution', will still entertain those not familiar with it. Comparatively simple fare, yes, but a tasty treat nonetheless. (Burp.)
'90 Rating: 78°



The very first screen of *Exolon* – by Jingo, the boy's come a long way since then!

Cybernoid
Again, what can I say that hasn't been said already? Adopting the rather weathered and weary spaceship shoot-'em-up genre (some things never change, eh, Spec-chums?), Raf plowed bucket-loads of innovation back into it to deliver a lethal May '88 Megagame, bursting out all over the shop with skull-scratching strategy and blasterama pyrotechnics.

Plunged down into the Massive Federation Intergalactic storage depot (well, it's hardly going to be Tiny if it's Intergalactic, is it?), your task is to bamboozle your way through a myriad of tunnels, disposing of as many pillaging pirates and their defence installations as you can. Thus you reclaim the territory. Thus you win the game. And it really is a pain in the bot. Essentially, Cecco is using the framework of *Exolon* but moulding it into, by this time, something much more fresh, advanced and invigorating. Like its predecessor, it demands precision reflexes and a compendium of screen-by-screen experience to conquer – but it's a hell of a lot more finickety. And his chunky, clear graphics have come on leaps and bounds too – in fact, that's exactly what they do. There are more fizz-pop spurts of Technicolor here than you could shake a bag of sherbet Rainbow Crystals at. A classic.
'90 Rating: 90°



The *Cybernoid* squasher – Cecco always includes something like this in his games. Well, why mend what ain't bust?

Cybernoid II
Faced with the chance to stretch the original to its limits *and* pocket a tidy sum of money (probably), this Megagame hit the shelves in late '88. More elaborate arsenals, more spit-splatting explosions, more sleepless nights. As a sequel it's nigh on perfect – restricted by the environment handed down to it but innovative enough to boast its own identity. As such, it may well have been the hardest game to program. But even then it's hard not to imagine Cecco's alma mater quietly plotting away at its next project. Which was...
'90 Rating: 91°



Better get your Ray-bans out, folks – *Cybernoid II* refreshes the parts most bonfire nights cannot reach!

Stormlord
Ooh ah eeh eeh oooh! (Sorry, getting a bit carried away here.) But what a joy, eh? I mean, forget about the game itself for a second and just look at that info box at the bottom of the screen – it's just so groovy (in a spooky art-deco kind of way). All too often details like this are overlooked by Speccy programmers (and if they're not they tend to be at the expense of gameplay), but without it *Stormlord*'s atmosphere simply wouldn't have been so intoxicating.

Another horizontal-flipper, it sees you bouncing along a wicked fantasy 3D landscape, collecting, swopping and utilising various objects to help you rescue all your cute little fairy nymphets from the heinous clutchings of some nasty witch. There are still loads of perenially-difficult obstacles to dodge and duck (like Hubba-Bubba-coloured worms and acid rain) but, whereas Cecco's previous offerings were variations on one theme (ie shoot-'em-ups), here he's decided to fine-tune his 'puzzling' skills and devise an arcade adventure instead. And he's gone the whole hog – from the primitive beginnings of *Exolon*'s choice of two walkways, here you have to spring over into the screens either side of you to suss out what you need to achieve and in what order. It's all a bit of a step forward – but watch out for those mushrooms!
'90 Rating: 92°



Stormlord – springboards lead the way!

YOUR SINCLAIR BEST·BUY

This is a magnificent compilation, totally unblemished by the usual inclusion of one or two dodgy games. If you're one of the very, very, *very* few Spec-chums who've never got round to allocating these four chestnuts pride of place in your collection then get up from behind the sofa (honest, we won't laugh) and (ha ha ha ha! – no, just jesting) dart down to your local software emporium NOW. Even if you've already got two of them it's still a barg. Or even all four! *Cecco's Collection* is not only a fine three-year record of one bloke's achievements, it also serves as a pretty snazzy and succinct history of Speccy programming to date (well, starting circa '87). And if it doesn't get those of you who've seen it all before jumping around, squawking with gleeful excitement and frenzily pulling your Lord Anthony anorak zippers up and down (ho ho), just check out what's reviewed back on page 26!! (Blimey! I think I'm going to have to sit down – the excitement's made me come over all funny.)

finalverdict

80 / 60 / 40 / 20

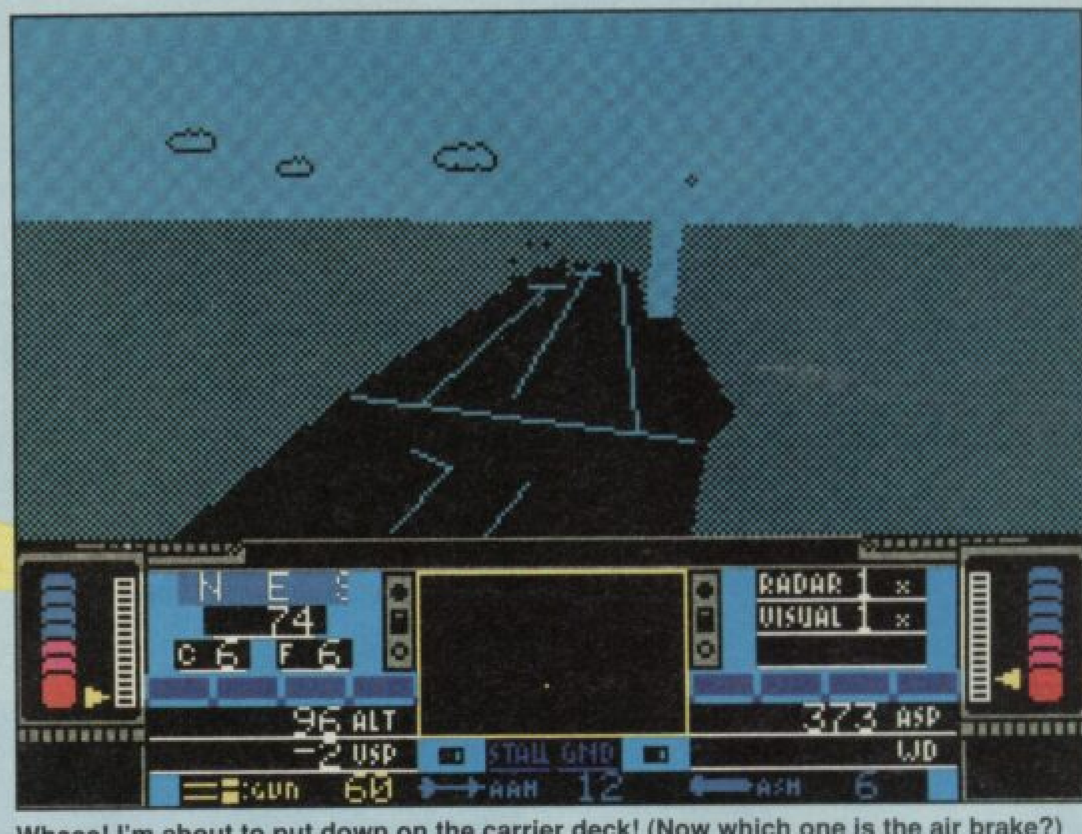
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
91°	94°	93°

INSTANT APPEAL 92°

DIAGNOSIS
Fat Cat Cecco and la crème de la crème – you won't see a better compilation all year.

92°

What's got ships, oil rigs, aeroplanes and parachutes, is drawn in an almost unique combination of filled 3D polygons and sprites, and (rather spookily) mingles shoot-'em-ups and flight sims all in one neat little package? Why, it's *Snow Strike* of course! Just one thing's got MATT BIELBY confused – why isn't there any actual snow in it?



Wheee! I'm about to put down on the carrier deck! (Now which one is the air brake?)

SNOW STRIKE

Oh, I see, 'snow' is actually hip street slang for some sort of spooky drug or other, and that's what we're going to 'strike' out against in the game (hence the name). A bit of a disappointment really – I was rather hoping for something with tons of 'real' snow and ice, lots of little skiers running about and (with a bit of luck) a few of my favourite animals (like polar bears, penguins and blubbery seals) to provide the scenic backdrops. But no such luck – we're talking boring old aircraft carriers and things here instead. Ho hum.

Still, let's take a gander at it anyway. (An hour or two passes.) Hmm. I think things might be starting to perk up. This is a bit of a weird one, all right. It looks like a flight sim – it's packed with 3D-filled polygon graphics, you can easily stall or crash your plane if you're a crap pilot and there's nothing to stop you from zooming off in any direction you choose. But it's not a flight sim (really). Then again, saying it's a shoot-'em-up is misleading too – enemy planes don't just get thrown at you thick and fast but come at you one at a time (and can even be avoided if you wish), ground targets have to be found (they don't just appear at the end of each level) and so on. Really it's either a very superior and weird shoot-'em-up with knobs on, or an incredibly simplistic kiddies' version of *Bomber*. (Take your pick.) Either way, it's a tad odd.

So how did this bizarre state of affairs come about, eh? Whose idea was it? (Damned if I know!) Let's ring up Graham Stafford (the programmer) and find out...

Bring, bring... Hello? Graham? Hi. Erm, who's weird idea was this then, eh?

Um, I dunno either actually. *Snow Strike* was originally developed by Epyx in the States for the C64 and PC, and now it's being converted in conjunction with US Gold in this country to other machines. The idea is that it's meant to appeal to everybody (both flight sim and shoot-'em-up fans) though of course whether it will or not has to be seen. The game is set ten years in the future, and puts you in the pilot's seat of a new type of fighter plane on a series of ten missions to destroy drug trafficking around the Caribbean. Five of the missions take off from an aircraft carrier and five from a land base, so there'll hopefully be plenty of variety.



All right. Here I am about to take off and start my mission. Engines on? Check. Chocks away? Check. Did I go to the loo recently? Erm, negative. (Oh no!)

Okay. Let's pretend we've just loaded up the game and know nothing about it. What will happen?

Well, first off you'll see a screen with a little rubber-keyed Speccy on it and a Microdrive attached to a monitor (obviously this is just for the Speccy version – you'll see an ST if it's an ST game and so on). This is where you select your mission, difficulty level and co-pilot (each one of whom has his own personality, which shows in the way his messages – like 'enemy base approaching' or whatever – appear at the bottom of the screen, and in whether he'll immediately bail out when you're in trouble or stick with it to the bitter end). From here on what happens depends on whether you've got a 128 or 48K Spectrum – I believe in using the full capabilities of the 128 machine and then cutting bits out for the 48, rather than starting with 48K then adding a few extra sounds or whatever for the bigger computers. And what that means is it's going to be a pretty hefty multiload for all you 48Kers. Sorry!

Anyway, the next bit's the control tower screen. Actually this isn't necessary to the game – you can quite easily play without it – but it does give you a lot more information at your fingertips. It'll multiload for 48Kers, I'm afraid, so they might not use it too often.

All it really amounts to is the same as radioing back to base. It lets you know about weather conditions (you get buffeted about if they're bad), the location of friendly bases, enemy bases, patrols of enemy aircraft and stuff like that. It's useful to know where you stand in relation to this stuff, because if you get hit and have to bail out we then go to a parachuting sequence, where a different control panel (with a different mini-radar screen) appears at the bottom of the picture – you have to try and steer the direction of the parachute towards a friendly base. You also have to choose when to open your 'chute (don't do it too high up or you'll run out of oxygen – let alone take an age to come down! – and don't do it too low or you'll die!). Anyway, land near to the base and you'll be rescued, so that's okay, but end up too far

1 Your radar in the middle of the control panel shows you where you are in relation to other planes and ground targets. Usefully, it becomes much more localised in the area it covers when you're in a dog fight.

2 The messages from your co-pilot appear here.

3 Here's your compass, and underneath your heading in degrees.

4 Your oxygen gauge and speed of consumption indicator.
5 Your fuel gauge and speed of consumption indicator.

6 Your weapon indicators – the one lit up is the one you've got armed.

7 Switches for ground brakes, air brakes, plus an air-stall indicator and on-ground indicator (to show if you've landed).

8 Chaff and flare counters – I've got loads left, haven't I?



9 Altitude, vertical speed, air speed, wind speed and direction.

10 These lights are the damage indicators – the more are lit up red, the more trouble you're in.

11 Here's your gun sight in the middle of the screen.

12 Lots of clouds – these are sprites too, unlike the land which is filled polygons. Weird or what?

13 An enemy plane doing a runner – eat air-to-air missile, sucker!

14 There should be blue triangles here – they're your pitch and bank indicators, and should indicate what angle you're flying at.

away and you'll either get captured or die (or something) – anyway, the game's over basically. There's a rather horrible picture of a coffin and a bit of funeral march music if this happens. Oh yes, and it might be worth remembering that you have to get a lot closer to home base (an aircraft carrier) in the sea missions to get rescued than you do in the land-based ones – that water's blooming cold you know!

I know! How much like a flight sim is this game in terms of the weaponry you use then?

Fairly close I guess, though the choices are limited. Enemy missiles fired at you can be either heat seekers or radar-guided. Since it's fairly hard for you to tell which, we have your co-pilot flash up a little message to tell you, so you'll know what sort of avoiding action to take – like firing a flare to distract the heat seekers or chaff if it's radar guided (a sort of cloud of shimmery scraps of aluminium that look like another, bigger target to the missile). If these don't work for whatever reason and you do get hit then the damage you might suffer will vary – hopefully it won't kill you but merely disable your plane, so you can parachute to safety. If you're really lucky it might just clip you and you'll be able to go on with the mission.

When you come across a squadron of enemy planes they come at you one at a time – you can either take them all on in turn, or just try and take out a couple and then run away. (The weather station guy can tell you how many there are and so on.) Though there's only one type of enemy plane, we've drawn 57 different versions of it as they come at you at different angles and stuff, so the animation's fairly good.

You yourself are armed with guns, air-to-air missiles and air-to-surface missiles. As soon as you get your target into the fixed crosshairs at the centre of the screen (which you do by flying your plane directly at it!) the computer locks on for a few seconds and tracks the plane as it moves around the screen – you can now fire at it within this time period to score a hit. If you're using the gun though it only locks on for a second or something, so you have to be quick! It's the same sort of thing with the ground-based targets – you have to do a bit of low-level running to look-out for, say, the black-painted drugs fields (as opposed to the grey cross-hatched ordinary fields) and then lock on and fire in the same way.

How easy was the game to program?

Well, getting the original American source code was pretty tricky for a start! The PC version of the game was incredibly badly written – well, okay, it wasn't bad, but it was lazily done. You can see that by the fact we've got the Speccy to run everything at a speed pretty much on a par with it really.

The 'polygon clipper' was particularly tricky to suss out too. The aircraft carrier, for instance, is built up out of polygons, but you don't necessarily see all of each one on-screen at any one time. What the polygon clipper works out is where to clip it off at the edge of the screen. It sounds like one of those things that'd be dead easy to do, but in fact it ain't that simple – that routine alone took up six whole programming days!

Blimey! I think I've run out of questions! Well, thanks a lot for your time, Graham. Before you go, would you like to tell me a bit about yourself and the guys who worked with you on *Snow Strike*?

Okay, well I wrote the code, and David Fish (another in-house guy at Walking Circles) did the graphics. We've been around for ages (about nine years!) and have worked on all sorts – *Dark Star*, *The Living Daylights*, *Wanderer* from Elite (a dreadful game!), *Spitting Image* (appalling game design but quite well executed), *APB* (the first chance in ages we'd had to work on something that we actually thought had the potential to be a good game), and so on. It's not all Speccy stuff though – we do lots of PC work nowadays too.

Excellent! Cheers, Graham.

And there we have it. *Snow Strike* looks to me like it's a well-weird concept, but for those of you who hate wading through 20 pages of manual to find out how to make the flaps go up and down in most flight sims, but who also want a bit more variety from your gameplaying than you get with the average shoot-'em-up, then it could be a Godsend. Keep your eyes peeled – we'll have a full review soon.

THE TEN MISSIONS YOU CAN TAKE

There's no particular order you have to do them in, though some are a bit harder than others. Half of them are land-based, and half are over the sea (at the start of these you take off from an aircraft carrier). One of each is a free-flight mission – with these you just have to blat around shooting things as they come at you – while the rest each have a specific target you've got to destroy.

The four specific sea-based missions are...

- Sink the enemy carrier
- Destroy drug transport ships
- Terminate enemy oil supply (ie some oil rigs)
- Stop drug convoy ships

And the land-based ones...

- Destroy drugs labs
- Bomb cocaine refinery
- Demolish drug warehouse
- Terminate drugs transport

AND THERE YOU HAVE IT!

FAX BOX

Game	*Snow Strike*
Publisher	Epyx (US Gold)
Programmers	Walking Circles
Price	To be announced
Release date	August

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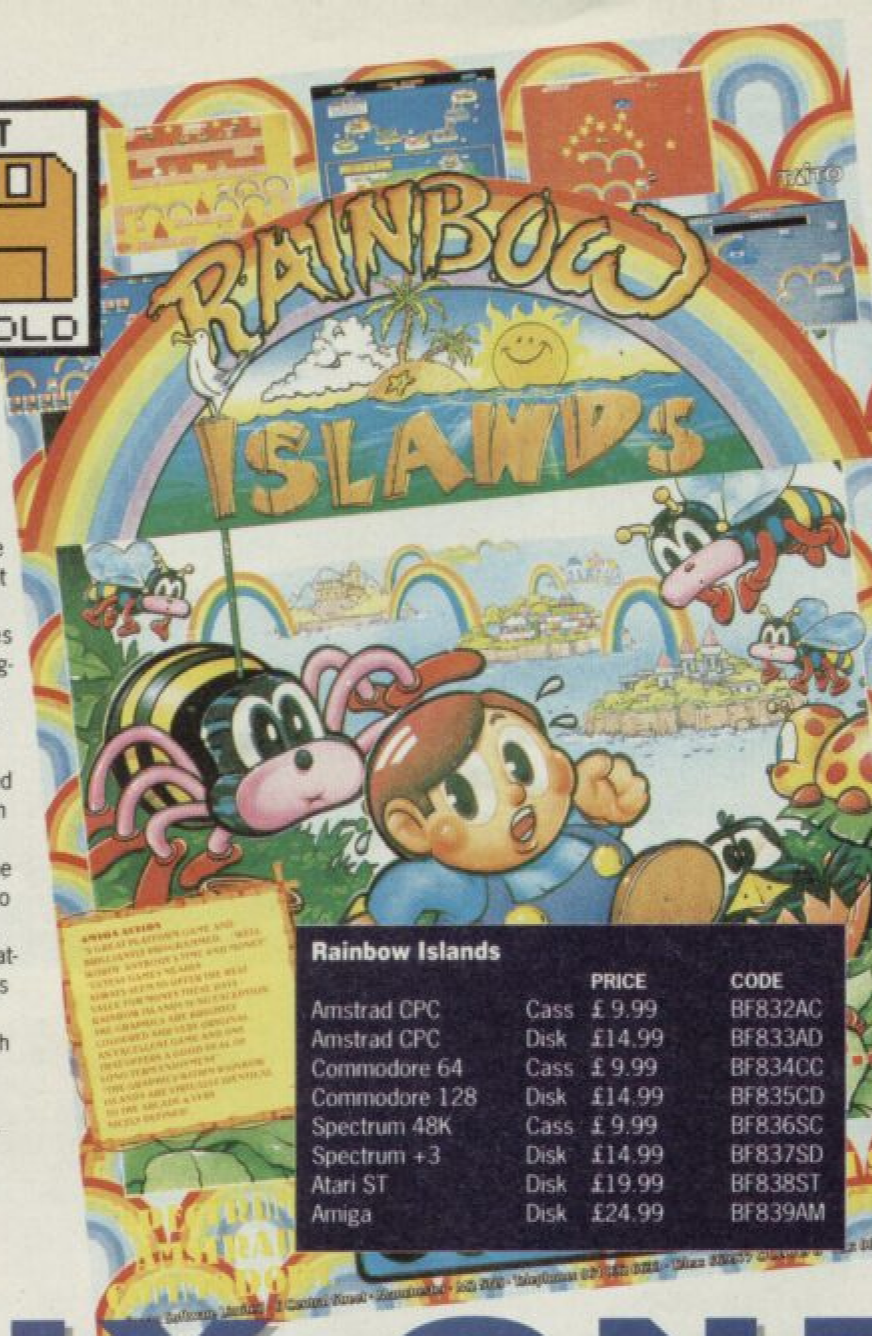
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ST FORMAT GOLD

Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.
Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.
"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format



Rainbow Islands

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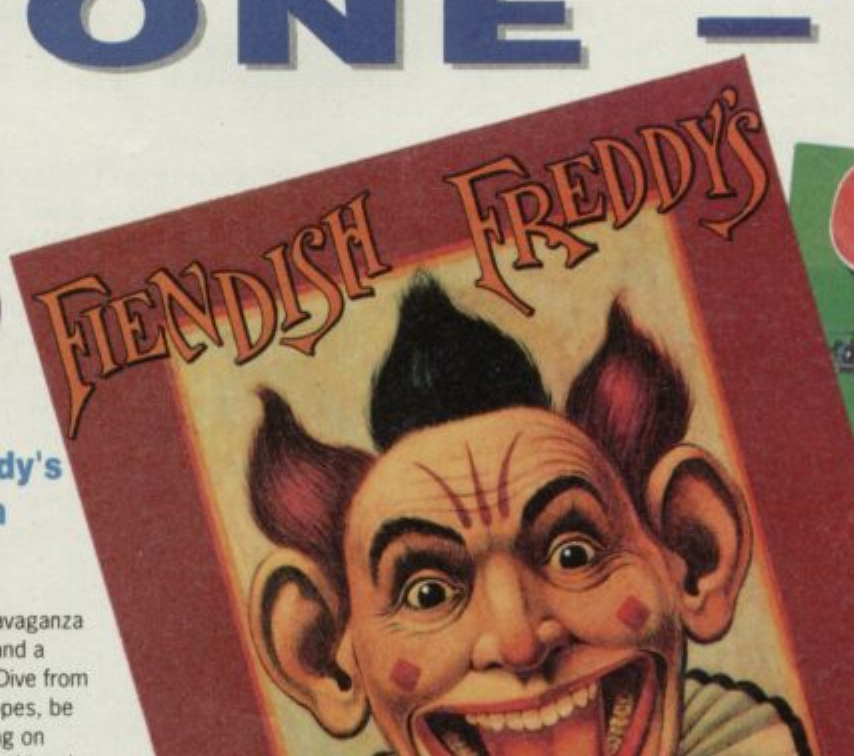
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An original multi-event game with a wicked sense of humour!



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G

2



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from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.

In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.

If you're a fan of horizontally-scrolling action games, you'll love this one.

Black Tiger

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4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

Cabal

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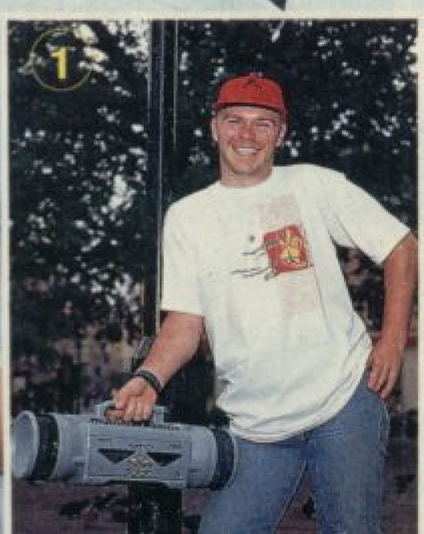
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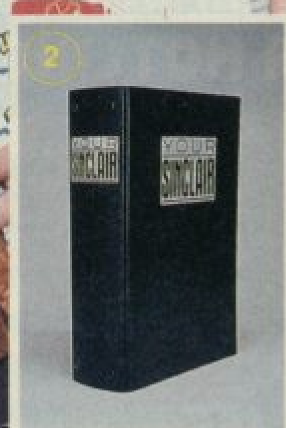
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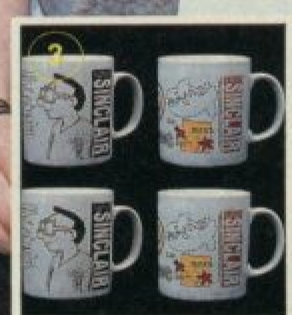
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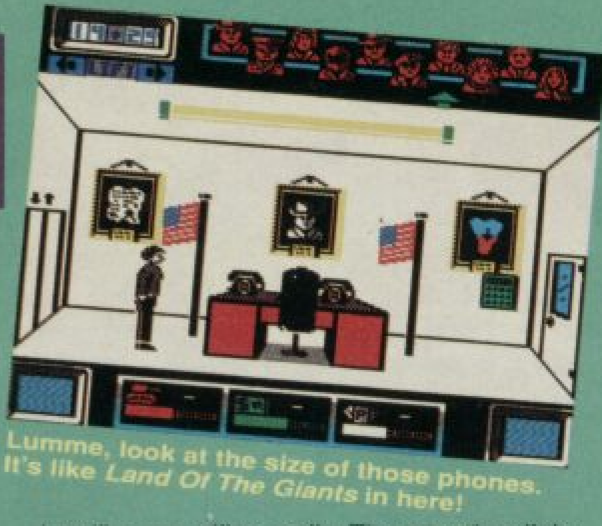
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As those modern philosophers Status Quo once said, "Down down deeper and down, down down deeper and down." **MARCUS BERKMANN** trips in the stairwell...

BARGAIN BASEMENT

HIJACK
Summit/£2.99

Now this is an elderly one. *Hijack*'s a little like *Impossible Mission* with the game taken out – no leaping from level to level, just offices in which you have to find out info. The excuse for it is a hijack, with you as the head honcho of the CIA's Hijack Division, dedicated to stamping out terrorism by peaceful means. That's just about unique in computer games, which usually prefer to stamp out things with lasers and smart bombs, but never mind. There are a number of people in your department, all doing various jobs – you delegate certain activities to them while at the same time making sure that they're not stabbing you in the back.

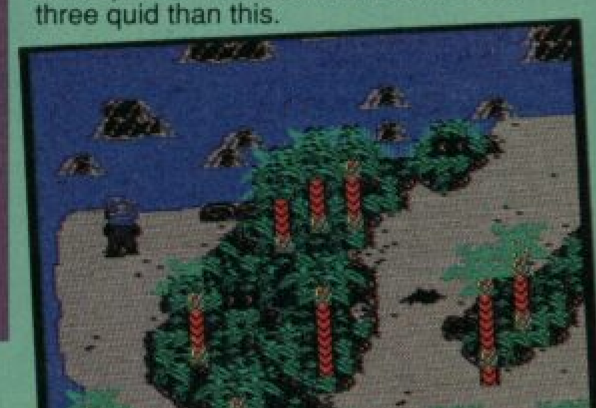


Lumme, look at the size of those phones. It's like *Land Of The Giants* in here!

Just like any office really. The game's a little short on action, but it's certainly a knotty teaser, and in the end you have to react just as quickly as in a shoot-'em-up. It barely sold a copy first time round, but if you like *Hacker*, for example, you'll like *Hijack*. Much better than Mark Eyles' later game *Aliens*.

HOWARD THE DUCK
Alternative/£2.99

Naturally there are film tie-ins and there are film tie-ins. Unfortunately *Howard The Duck* is a bit of a film tie-in – in other words, this duck is a turkey. Actually, that's unfair, as the game is based not on the terrible film of a few years back, but on a Marvel comic from even longer ago, *Adventure On Volcano Island*. Howard, the cigar-chomping, skirt-chasing duck that he is, is keen to get off this island, and so will you be after playing this game. It seems inevitable somehow that at this late stage in his career Howard should be made an expert in the oriental art of Quack Fu, which means that the game swiftly degenerates into a not-very-good beat-'em-up, albeit with a maze element. The trouble is that it's so obviously been chucked together at the last minute – as though the software company spent so long slapping themselves on the back with satisfaction at getting the licence that no-one remembered to write a game. It is at least relatively easy to play – well, on the lowest of the four difficulty levels anyway – but the graphics are poor and there's no sense of atmosphere. There's much better out at three quid than this.



Poor old Howie – he used to be so cool in his comic strip. Just look at him now!

SLAPFIGHT
Hit Squad/£2.99

It's amazing the difference a couple of years can make. When *Slapfight* first came out it was hailed as an enormous advance – a shoot-'em-up that was both fast and nice to look at, one that finally ditched the long-standing notion that no-one could produce a really smooth scrolling blaster on the Beloved Beermat. Of course, since then, every software company worth the name has produced about half a dozen of the things, most of them identical, and in 1990 *Slapfight* hasn't quite the same novelty. But that doesn't stop it being a cracking little game.

It's the usual old *Uridium*-style thing – you're skimming the surface of a planet (this time called Orac), blasting everything you can. When you zap some of the little blighters, stars appear which you collect to give your ship extra capabilities (where would we be without those extra capabilities?). These include Speed (essential if you're planning to stay alive), Wing (makes your ship three times the size and three times as zapful), Lazer (projects an invisible beam in front of your craft) and H Miss (missiles which home in on all targets). Hardly original, yes, but extremely effective. It's starts hard and gets harder, and it's been so beautifully thought-out that anyone who knows their shoot-'em ups will find it hard to stay away. Taito designed the original coin-op, Imagine converted it for the Spectrum – a useful little bargain at £2.99.



A bit frayed at the edges perhaps but *Slap Fight* still packs a fair old punch.

NINETEEN – BOOT CAMP
Summit/£2.99

N-n-n-n-... and so on. Back in '88, this was one of those games we'd heard about for SOOOOOOOOO long that when it finally spluttered onto the shelves no-one was all that interested. Cascade it was who bought the licence, and in many ways *Boot Camp* is typical of Cascade's games – not bad, perfectly playable, but just lacking that killer

HEAD OVER HEELS
Hit Squad/£2.99

Long-serving readers of *YS* may remember my total obsession with this game when it first appeared in Spring 1987. Three years! It certainly doesn't seem like it. In fact the whole idea of the *Clinic* was inspired by the game – for the first four or five months it was '*Dr B's* Head Over Heels *Clinic*', until the letters started to ask questions about other games. Playing it for the first time in ages, I have to admit I can see what all the fuss was about. It's brilliant – possibly the best game ever released on the Spectrum. It's beautifully programmed, superbly designed (nothing else has ever come close), as addictive as any game can be and absolutely gorgeous to look at. It's so good, in fact, that no-one has ever dared to do a 3D isometric game again, because there's no way you could top it. Arcade skills, imagination, lateral thinking, willingness to experiment, speed of thought *and* of movement – you need the lot. But the real mark of genius is that you're constantly learning, and getting better, and going a bit



Spec-
in my



"Oh dear. Looks like my shoelace's come undone. You go first – I'll, er, catch up."

touch to make it a real humdinger. Basically it's a course in basic training, the results of which you are supposed to take through to the next game in the 'Nineteen' series to help you survive against the slithery Viet Cong. (Was there a next game? I really can't remember.) Which means four separate exercises, each assessing 'co-ordination, stamina and morale'. Sounds like *Combat School*? It does to me too.

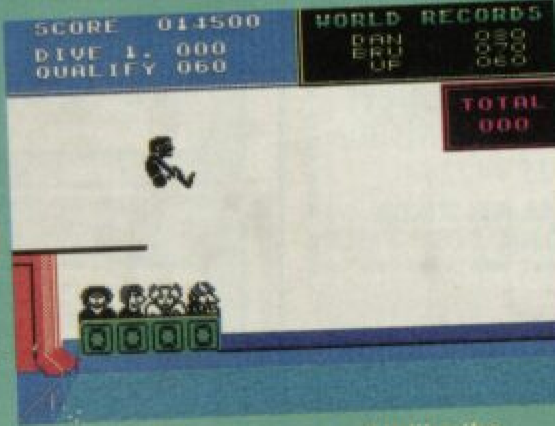
The problem here is that Stage One, the Assault Course, is virtually impossible to complete. It's only when we get to Stage Two, the Shooting Range, that we really get into Fun City. You're in a forest, at the right end of a gun, and targets pop up which you have to pop off. At least, some of them you have to, because mixed in with them are women and children – hit them and you lose points aplenty. It's a stern, addictive little test, and the best bit of the game.

All in all, though, *Boot Camp* is a mixed bag, with three out of its four sections well below standard. But for three quid you may regard the shooting bit as worth the outlay.

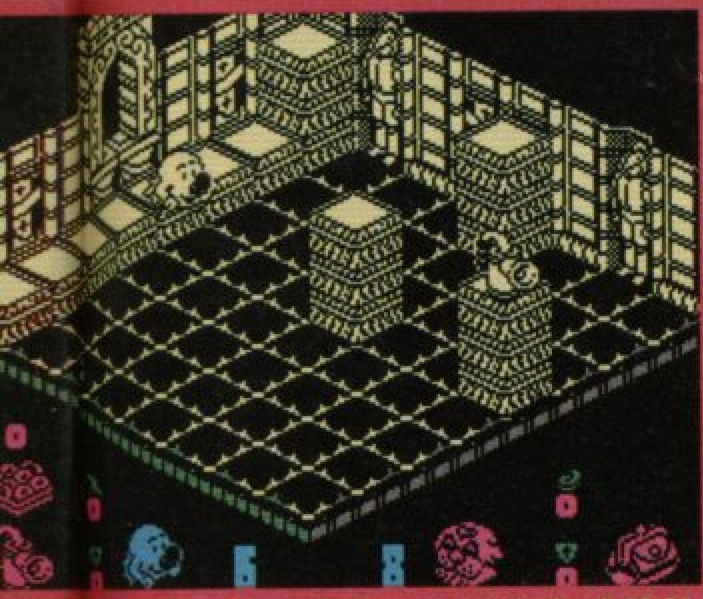
DALEY THOMPSON'S SUPER TEST

Hit Squad/£2.99

Even further back into the archives here – this Daley Thompson game dates from the days when Daley Thompson actually used to win things – 1985. Actually, for those days, this isn't half bad – a bit of a joystick juggler, to be sure (I always prefer playing those sorts of game on a rubber keyboard, but then I'm just an old perv) but not a bad one at that. For the two days of your eight-event decathlon you've got to be unbelievably brilliant at everything, and then some. There's pistol shooting, cycling, spring-board diving (very tricky this), giant slalom, rowing, penalty kicking, ski-jumping and then, just when you're beginning to think about putting your feet up with a nice cup of Ovaltine, a tug o' war. Gasp! More than half of these use the juggling technique, but there's enough variety to keep your spirits up, which is more than can be said of many Track And Field variants from this time. It has shown its age, but at the time it sold simply trillions of copies, and it's not entirely difficult to see why. A nifty and well-planned package.



Daley – he's no wet sissy. (Unlike the panel – they're about to get soaked!)



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further, and working out puzzles you thought could never be solved. This, *Tetris* and *Super Mario Bros* on the Nintendo would be my Desert Island Games – it's a timeless classic, and not surprisingly it plays best of all on the humble ol' Spectrum. An essential purchase.

PRO TENNIS SIMULATOR

CodeMasters/£2.99

Yes, it's that magic word, Spec-chums – but are simulators still stimulators? Actually this is just another common or garden tennis game, and, as it's a while since we've seen anything like that, it's not unwelcome. In programming terms, there's probably not a lot you can do with such a familiar format – other than make it extremely playable, which *Pro Tennis Sim* certainly is. Controls are simple, and happily the computer assumes you're a rather better player than you really are by, for instance, letting you serve properly most of the time. Too kind. Meanwhile there are three skill levels to battle against, and a rather fetching red clay court to play on (green comes along later, I believe). No, *Pro Tennis Simulator* is not at all bad. But "Absolutely brilliant"? It seems darling David's been forgetting to take his pills again. A good solid bargain title – nothing more, nothing less.

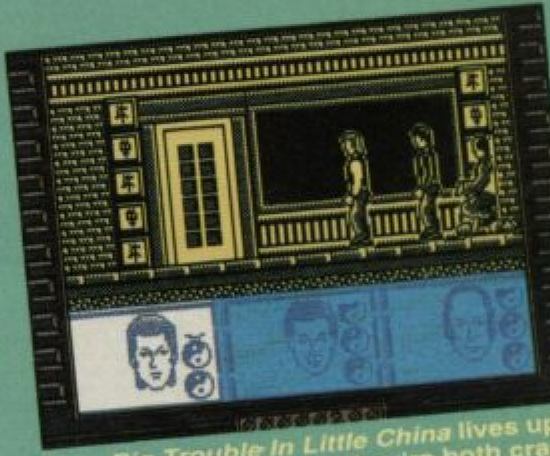


Yes, well... it's certainly *green*, isn't it? *(And blue. Ed)* Yes, blue too. Yes. Mmm...

BIG TROUBLE IN LITTLE CHINA

Alternative/£2.99

Another film tie-in that dates from the same period in Electric Dreams' history that



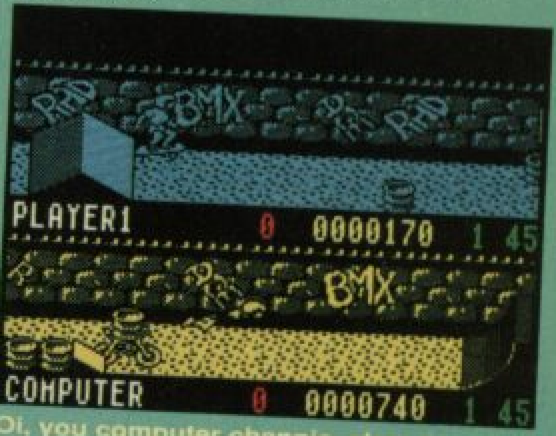
Yup, *Big Trouble In Little China* lives up to the movie all right – they're both crap!

produced *Howard The Duck*, which means, yup, another clinker. Not that there's anything sadder than a much-trumpeted film tie-in for a film no-one remembers (it was an adventure flick directed by John Carpenter and starring Kurt Russell), but at least that means we can happily forget the game as well. Not surprisingly it's another martial arts variant, and so everything boils down to people punching you, or occasionally, for variety, you punching them back. You control three characters, each of whom likes to fight with a different weapon, and much of the interest in the game lies in finding these weapons. But the balance of the game is all wrong. The martial arts johnnies are easy enough to kill, but the geezers with guns are impossible to get past unless you've got a gun too (makes sense if you think about it). No, we've seen it all too often before, and done thousands of times better.

RAD RAMP RACER

Mastertronic Plus/£2.99

I'm not quite sure exactly how high this one would score in the 'rad' department, but it's certainly quite fun. It's another one of those sideways-scrolling jobettes, this time with you jumping aboard a skateboard or BMX and bombing it about for six minutes (two



Oi, you computer chappie, slow down! Who do you think I am – Michael J Fox?

minutes per level, actually) trying to score as many points as possible. The more ramps you jump over the more you score, providing of course you don't collide with a lampost and 'wipe out' (ie fall off).

No doubt you'll soon get bored of racing about the same boring old tracks, so why not design a fiendishly hard one yourself on the built-in course editor? Hours of fun. The original track you play on is quite short, but there are two quarter pipes (spooky ramp things) at each side of each level so you can turn and keep going back and forth (if you see what I mean).

Ho hum. Nothing too exciting, I'm afraid, but we are in down the basement so I suppose you can't really expect too much. It's cheap, it's cheerful and it's fun. What more could you ask for?

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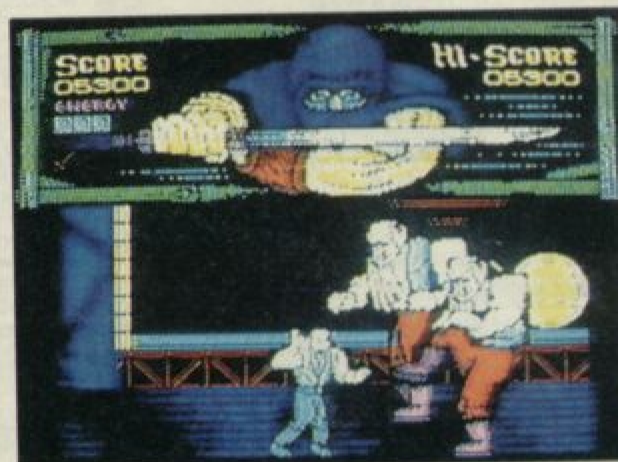
FUTURE

- SHOCKS

What? Not a football in sight? Can this mean now the World Cup's over everyone's forgotten about soccer games? Ha! Just you wait! (But in the meantime, rest your weary soles – ho ho – and feast your eyes on this little bunch...)



Watch out when fighting on these drainpipe things – one false step and you could topple off the edge (losing not just a wad of energy but a whole life too!). So don't!



Here're the high-kicking tag wrestlers from the end of the first level – and if you think they're big, check out some of the guys from later in the game! (They're humongous!)

Shadow Warriors
Ocean

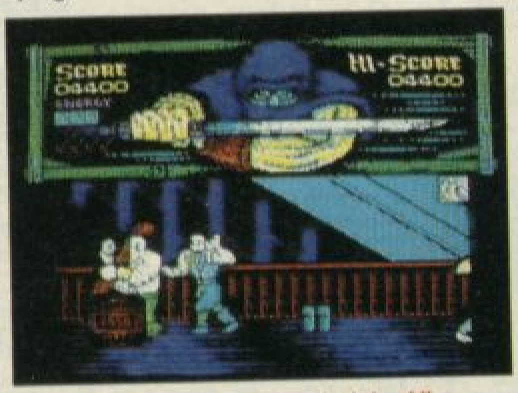
We'd hoped for a review in this issue, but sadly it wasn't to be (they haven't finished the blooming thing yet, have they?). So, just to make up for it, here are oodles of screenshots and a quick explanation of what Ocean's latest martial arts biggie is all about.

Take a look at the screens. What do they remind you of? Yes, that's right, it's a beat-'em-up! A particularly colourful (and fairly unusual) six-level jobbie to be exact – unusual in that there's a great deal more interaction with the background fixtures and fittings than you usually get in most of these games. Phone boxes, benches, gas canisters – just about anything lying around that doesn't look screwed down – can be kicked, punched or jumped on to reveal bonus points, additional lives, extra energy, a sword to increase your range and so on. It's worth taking a good kick at just about anything that looks breakable really, on the off chance that it is. Lamp posts and poles at the back of the screen can be grabbed hold of and swung on too for mega-powerful kicks – just jump at them and hold down the Fire key. (Told you there was bags of interaction.) Although there's a fair amount of variety in the baddies throughout the game (fat ones, thin ones, ones on motorbikes and so on) the end-of-level guardians really have to be seen to be believed. Check out the tag-wrestling team you see here! (And they're midgets compared to the mean mutha at the end of the game – he's considerably taller than the screen!)

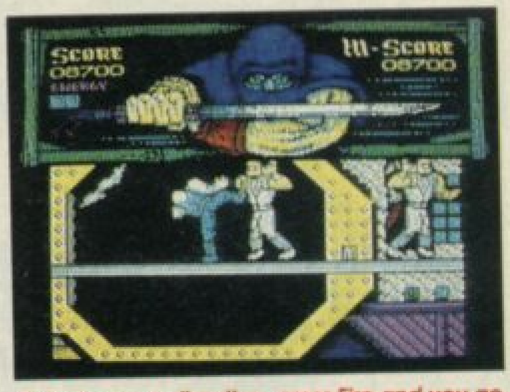
Yup, it's all good unusual stuff. But there's plenty here that's familiar from other coin-op conversions too – the total lack of logic in the way the levels progress, for instance. From your starting point in a 'typical' New York cityscape (fair



Look out! Those cars aren't static graphics at all, but zoom diagonally across the screen, knocking you down!



Try bashing in that Esso barrel – lots of the background stuff reveals energy and points!



Just choose a direction, press Fire and you go into a set routine of fighting moves – easy!

enough) you soon progress to a night-time river bank, the inside of a casino, walking through the Grand Canyon, a trip along a deserted railway track and more! (Quite how you travel between these levels isn't quite clear.) The final level takes us inside the main baddie's lair, which is packed to the brim with spooky abstract statues (though whether you can use



It's those porky old bikers from Level Two again – colourful screens, aren't they?

these as weapons or not we've yet to work out).

Though we've not seen *Shadow Warriors* up and running yet, Teque (the programmers) assure us that it's extremely fast, with large sprites, no colour-clash and absolutely loads of action. We had a quick chat with Mike Talbot (the programmer, who's worked on all sorts of stuff from *Skate Or Die* to *Andy Capp*) who said that both he and graphic artist Mark Edwards were most proud of the technically impressive second level, where massive cars (which actually look like they might be static background graphics in these still screenshots!) actually rumble



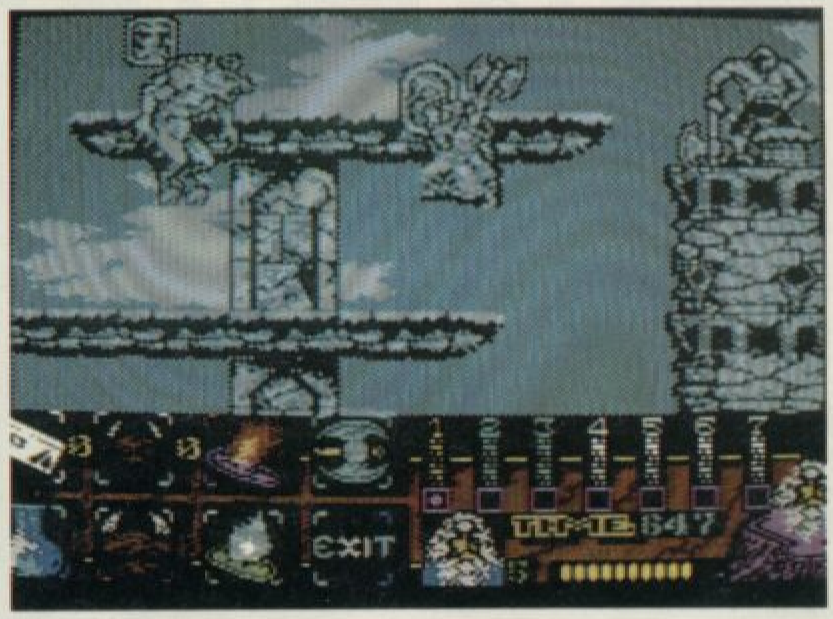
Um, not quite sure what's going on here actually. There's some sort of fat yellow bloke, and, um, um...

diagonally across the screen towards you! Watch out, or you could quite easily be knocked flying!

We're rather impressed with what we've heard about *Shadow Warriors*. Our advice to you? Look out for the completed game, which we'll be reviewing when all the loose ends get tied up next issue (it could be quite a corker!).

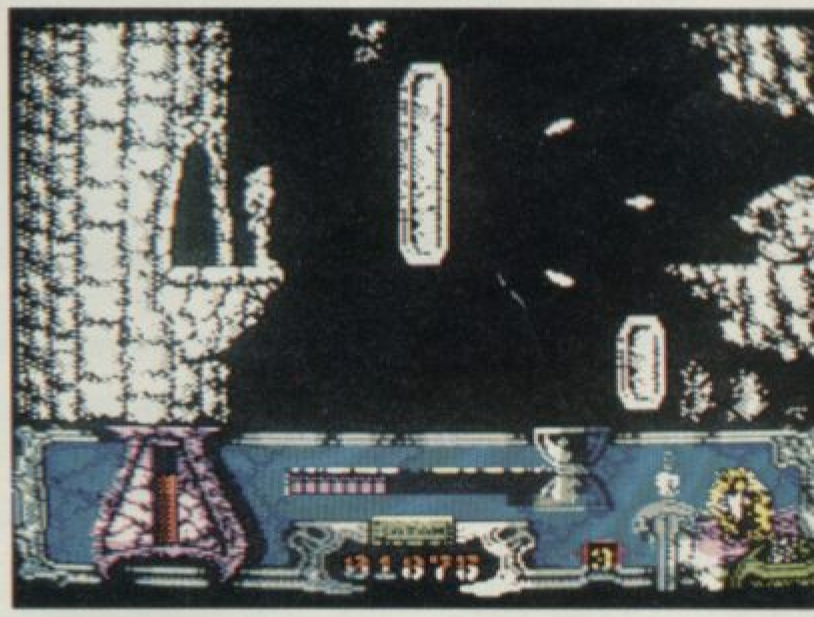
Satan
Dinamic

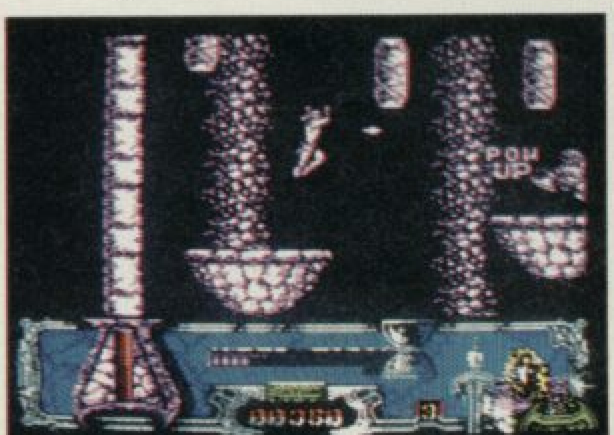
Surprisingly forsaking traditional Dinamic multicoloured graphics for a crisp monochrome, *Satan* finally arrives looking more like US Gold's *Black Tiger* conversion than anything else! (Frighteningly similar, really.) Hmm. Let's take a closer look. Well, it's a four-dimensional scroller, with oodles of platforms and suitably demon-esque monsters dotted about (just like *Black Tiger*), but, what's this? It loads in two parts? It's got an incredibly difficult first half (and an even harder second half)? Perhaps it's a genuine Dinamic game after all! What else can we tell you about it? Well, not much really. The first bit features an 'incredible scanner that searches for satanic forms independently of the main scroll'(!) and enemies that change into other sorts of creatures when you're not looking, and, um, that's about it actually. Oh yes, and the second load has you change from being 'a great warrior' into a 'cunning wizard' (quite how we're not sure) who has to plan a strategy for the destruction of Satan. It all sounds jolly tricky and should be out around now, priced £9.95 cassette and £14.95 disk.



I wish I could explain the giant icon panel at the bottom of the screen there, what with its axes, faces and all sorts, but I can't. So, um, what can I say? Erm, big sprites, aren't they?

Okay, what does this remind you of? That's right, it's *Black Tiger*, isn't it? Check out the totally different score panel though – I guess that must mean the screen above comes from the more complicated second load.





Not much colour for a Dinamic game, though the traditional two-load structure is still there. But what about their usual Mr Impossibility difficulty levels, eh? Eh?



Um, er, um, this shop sequence looks like part of the second load, at a guess. We seem to have a choice of weapons, potions and so on (but what's a 'telecard'?).

Defenders Of The Earth

SAM Coupé version
Enigma Variations

You may remember we've already reviewed the Speccy version of *Defenders* (back in the June ish, fact fans) and gave it an average sort of report – fairly pretty, but a bit too samey to play, we felt. Well now, take a look at this – it's the SAM Coupé-specific version, the very first arcade game to fully utilise the graphics capabilities of the Coupé. It features 16-colour high-resolution graphics, has pretty much the normal Speccy code buried underneath and is available at a very reasonable £11.99 cassette, £14.99 disk – excellent value when you think that the screenshots could easily be mistaken for ST shots, if not Amiga! We were going to promise that when we receive a completed copy (and get the ailing *YS* Coupé up and running again) we'd bring you a proper review, but with the tragic collapse of MGT as a company (see this issue's *SAM Surgeon*) we're not so sure what's going on. Will this game ever see the light of day now? Will the SAM resurface in a new form, or under new ownership? Watch this space...



Who'd have thought we'd ever see this amount of colour on an 8-bit machine? The tragedy is that the first game to make full use of the SAM's graphic capabilities should arrive just as the machine itself is floundering.





Whether the knockout graphics will liven up the fairly dull gameplay remains to be seen, but visually at least it's a game to die for.

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